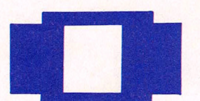
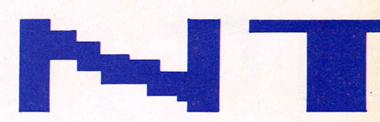

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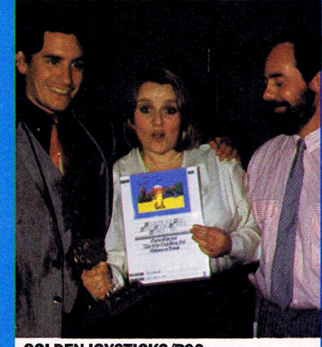


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REBEL PLANET/P74

ENTS

THIS ISSUE

■ I say chaps, I think you'll find this issue of Computer and Video Games jolly spiffing fun! Keep a stiff upper lip while you read all about the thrilling exploits of **Biggles** — the latest game of the film from **Mirrorsoft**. And be ready to scramble to your copy of **Elite** once you've read our indepth players' guide to the game that YOU voted runner up in our 1985 **Golden Joysticks** Readers' Poll. You can find out who else won battle-honours in the report from HMS C+VG, the venue for this year's prestigious Golden Joysticks award ceremony.

You can take to the air over London thanks to **CRL** who want to offer would-be Biggleses the chance to earn their wings and win an amazing helicopter trip over the capital city. See *C+VG's* offices from 30,000 feet! But the chopper won't be taking you to the **Rebel Planet** — Keith Campbell's been there and brings back a special report.

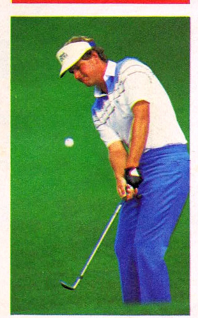
Alongside Biggles we've got another real hero — **Dan Dare**. Yes, it's the results of our comic strip competition, and spectacular reading it makes too. We also bring you an aerial view of **Dragonskulle** the final game in **Ultimate's** Arthur Pendragon trilogy.

Meanwhile, back on earth we offer you the chance to win a trip to the British Open Golf Championship with **Ariolasoft** — a game Biggles would thoroughly approve of. We look at **Fleet Street Editor**, bring you news from America, offer you the chance to win a real book of spells, and bring you all the latest **Arcade Action**. What are you waiting for. Chocs away, old boy!



BIGGLES/P14

■ As you opened your copy of C+VG a hefty extra bit probably fell out and bruised your toes. What's this, you cry. Another Book of Games, Book of Maps or Book or Books? No, it's the first **Sotware World** catalogue — and you'll be seeing more editions inside C+VG in the coming months. Software World is a new software mail order company who promise you a fast and efficient service. If you want to know more check out the catalogue or turn to our News pages.



GOLF COMP/P93



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EDITORIAL ASSISTANT
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DESIGN
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REVIEWS/P14

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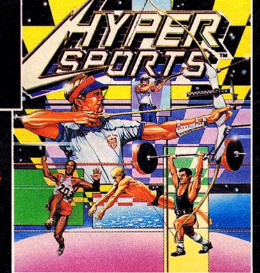
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PING PONG

You can almost feel the tension of the big match breaking through the screen...the expectant crowd is almost on top of you! You return the service with a top spin backhand, then a forward back-spin, the ball bounces high from your opponent's looping, defensive lob...SMASH!...a great shot opens the score...but this is only your first point! Play head to head or against the computer in this, Konami's first and best table-tennis simulation.

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Enter the stadium of Konami's No. 1 arcade smash-hit sports simulation.From the finesse and skill of Archeryand Skeet Shooting to the critical timing and brute force of weight lifting – six events to test you to your limit. Hyper Sports – continuing the challenge where 'Track and Field' left off.

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Boots, WHSMITH, John Menzies, WOOLWORTH, LASKYS, Rumbelows, Greens, Spectrum Shops and all good dealers.



■ Tony Crowther, pictured here with **Alligata** boss Mike Mahoney, author of **Suicide Express, Gryphon, William Wobbler**, has moved back to the company where he started out — **Alligata**. This move follows brief flirtation with his own software company which released the weird and wonderful **William Wobbler** game. No news yet on what Tony will be up to at Alligata — but whatever it is, it's bound to be interesting.

■ Anco — better known under its old name of Anirog — is promising great things with its new C16/Plus 4 game, **Winter Events**. The game has six winter sports events including the bobsleigh and biathlon. It will sell for £6.95.

Anco also has two







Commodore 64 games out soon. **War Play** is a skill and strategy game for one or two players involving aerial dog fights and tank battles, and **Thai Boxing** is another in the seemingly endless martial arts games.

■ Will **CRL** make it big in the world of adventures? That remains to be seen. But they are releasing a big adventure. **The Very Big Cave Adventure** to be precise. It's been written by the **St Bride's** people, who have already brought you the oddball adventure, **The Secret of St Brides**. And yes, **The Very Big**



Cave Adventure pictured above is a spoof — experienced adventurers will know what of — definitely in **Bored of the Rings** mode.

■ Back in October we reported that ace reporter of the Daily Planet Jim Hopper had disappeared while on a special assignment in Columbia while investigating a drugs racket.

The bad news is that he's still missing. Even worse, the game built around him called **Nexus** also disappeared for a few months. Gone but not forgotten, at least by C+VG's newshounds.

The game was created by a new software development house called Nexus and was to be marketed by Beyond Software, but not any more. **Nexus** will now be marketed by — wait for it — Nexus and should be out for the Commodore 64,



Amstrad and Spectrum at the beginning of May.

The objective of the game is to gather information on the activities at a drugs factory and get the evidence back to your editor.

■ "Hellow Dearie"

Sorry?

"I fell so gloomy as we talk."

Look, I know it's Monday morning and all that but life's not that bad, is it?

"Blaaaahhhh! Don't probe. I forget. Garbage . . ."

Garbage or an innovation in computer entertainment? That's the question you'll be asking yourself after your first encounter with **ID** the first release on the **Nu Wave** label.

ID is supposedly a being from another world or another dimension. His, her or its identity has been shattered into a million and one bits and it's up to you to play the pyschiatrist and put poor **ID** back together again. To do this you must talk to him by keying in responses/questions/ conversation into your Spectrum and win **ID**'s trust.

ID is an interesting idea — it's not going to be a smash hit or anything like that — but if you want to indulge in a bit of stimulating conversation with your Spectrum, **ID** is available now and will cost you a mere £7.95.

■ Ever sent off for a game from a mail order company and waited months for it to turn up? Ever sent off for a game which you later discover hasn't even been completed by the programmer? Ever wanted to get your hands on an old game only to find that you can't get it anywhere?

Well, your problems could be over with the arrival of **Software World** — a company who plan to bring a bit of professionalism into the mail order business. You'll find their first catalogue inside this issue of

Software World won't be offering discount software. But what they will be offering is a rapid and efficient service, says Paul Welch managing director of the company. They will also provide a service for people hunting out copies of older games or software which doesn't reach the top 30.

■ We've had **Softaid**, **Off the Hook** — now watch out for **WOW** Games. This is a charity compilation of 14 titles for the Spectrum from **War on Want**.

War on Want support long-term projects in over 30 countries. These projects aim to help people increase food production, self-sufficiency, and promote better health and education for the world's poorer nations. All profits will go to War on Want.

The titles are: Artic's Spectrum Chess II, Audiogenic's Bugeyes, Pedro from Beau Jolly, Winged Warrior from CDS, Firebird's Mr. Freeze, Llamasoft's Headbanger's Heaven, Mastertronic's Wizard's Warrior, Melbourne House's Hellfire, Ocean's Hunchback II, Psion's Horace and the Spiders, Xavior from PSS, Qucksilva's Rupert and the Ice Palace, Star Dreams' Cypertanks and Virgin's Dr. Franky and the Monster

The compilation will be available from 21st April, for £9.95.

You'll also be able to buy the compilation in computer stores — or if you want it sooner, why not fill in the coupon below and send it to War on WAnt, NOT C+VG, at the address on the form? Send form (with payments) to: WOW Games, Room 62A, 1 London Bridge St, London SE1 9SG or order by Access or Visa: Phone 01 403 2266 AND ASK FOR GAMES DEPARTMENT

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■ The time is the future. The place is the subterranean city of Quazatron on the plant Quartech. This is the home of the Droid culture of Daglath, a culture dedicated to the domination and eventual elimination of the human race.

The smooth-running of the city is in the mechanised hands of battalions of Battle Droids, Service Robots and Repair Mobiles who trundle the ramps and pyramids of the city levels in the increasing and unquestioning execution of their duties.

Unknown to the Logic Robots which control Quazatron, the city has been targeted for subversive attack by a human controlled renegade Meknotech droid prior to restoration of human political institutions.

The Meknotech is armed with a limited range of weapons, but it is human wit and ingenuity which are required if mastery of Quartech is to be gained.

So begins **Quazatron**, the new Spectrum arcade/strategy game from **Steve Turner**, whose previous Spectrum



successes include **Avalon, Dragontorc** and **Astro-Clone**.

The new game features fashionable **Marble Madness** style scrolling 3D graphics and is heavily influenced by the C64 chart-topper **Paradroid** written by Steve's partner and *C+VG* award winner **Andrew Braybrook.**

You control the KLP-2 (Klepto — gettit?) a wayward Meknotech droid assigned to deactivate hostile alien droids. The droids can be destroyed by laser fire, by pushing them off their programmed routes to destruction, or by ramming.

KLP-2 trundles up and down the lifts of the mechanised city seeking to fight or subvert the enemy Droids that it encounters.

Each enemy Droid has range of equipment at its disposal — lasers, disruptors, shields and ram thrusters. Its battle status is controlled by its power unit and its range of movement is determined by its security code.

Meknotech KLP-2 must either destroy the Droids in a laser battle — or dismantle its opponent piece by piece.

The KLP-2 has a prototype "grapple" device enabling the alien robots to be stopped and dismantled. Their parts can be added to KLP-2 to give him extra ability. But it is no good grabbing a high-powered laser unit if old Klepto hasn't got a suitable power pack to run it. This is where the strategy comes in!

Klepto can take advantage of the energy plates dotted around the city to recharge his batteries and intelligence and the strength and disposition of the enemy can be taken from the control consoles of the Logic Robots also found around the pyramid like city.

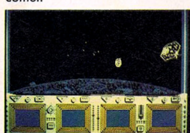
Travel around the city is by means of elevated ramps with lifts to links the various levels.

As you'll have guessed by now, Steve's new game owes a lot to Andrew's **Paradroid**. The "grappling" screens are a direct lift from **Paranoid's** tricky sub-game which involves sending beams of energy along puzzling patterns of interlinked pathways.

The game also features the "computer console' idea seen in **Paradroid**. Klepto can access the Logic Robots command computer to get a plan view of the level he is on, a map of the entire complex, or details about the droids he is battling/dismantling.

Formerly called **Ziggurat** — as reported in our March issue — **Quazatron** will be available from April 28th. Spectrum gamesters and Steve Turner fans alike won't want to miss this one! It could be his best yet.

■ Even though **Halley's Comet** has disappeared from the Northern Hemisphere cometmania lives on. And now you can play the game of the astronomical phenomenon! Firebird's **The Comet Game** is an arcade/strategy program and was released at the same time as the Giotto space probe made its closest pass to the mysterious comet.



The game presumes that the comet is carrying a whole bunch of germs which are endangering life on earth. Your job is to save humanity with the help of your spaceship's on board computer HERBIE.

In phase one you watch your ship blast off into the stars and prepare to go into suspended amimation for the long journey ahead. Phase two involves you helping HERBIE (Human Environment Reproduction By Intelligent Electronics) to maintain the status of the interstellar vehicle.

There are dangers HERBIE will encounter including: The Interplanetary Safeguard system can be activated causing other planets to fire upon your ship. The communications antennae can become mis-aligned. Two auxillary computers can malfunction and try to take control of the ship. The life support system can become germ infested as you near the comet.

The Comet Game is a Hot range £7.95 release with Spectrum, Commodore 64, Amstrad and Atari 48k versions.

■ The fourth **Official Acorn User Show** will be held at London's Barbican Centre from July 24th to 27th. Tickets will cost £3 for adults and £2 for children.

Last year's show attracted 22,000 visitors and more than 120 exhibitors.

■ Extra! Extra! Read all about it. Elite's version of the arcade game **Paperboy** should be making headline news on your computer soon.

Riding a push-bike you must brave the hazards of an American street to deliver the papers. You must avoid cars, neighbours, fences and at the same time develop a practiced eye for hurling newspapers to your customers.

Paperboy will be available for the Spectrum, CBM 64 and C16, Amstrad and BBC.



Ghost 'n' Goblins, Elite's other arcade conversion game will be out soon for the Spectrum, Commodore and Amstrad. Sneak previews of the Commodore version look very promising.

Meanwhile, **Commando**, the Christmas number one game from Elite, has been converted for the C16.

■ Programmers **Rupert Bowater** and **Paul Norris** have split from Electronic Pencil to set up a new team called **Binary Vision**.

The "amicable parting" came while Electronic Pencil was working on **Zoids**, Martech's new game.

Binary Vision is now working on a new project for **Palace Software** which is due for launch at the PCW Show. The project is described as a "tropical escapade set between the First and Second World Wars".

■ Elite has now scrapped plans to release **International Basketball** for the Spectrum and Amstrad following "prolonged programming delays".

• CONTINUES ON PAGE 11 ▶

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FIRST LOOK

■ Enter the shadowy cavern of New York's *Visage* nightclub. Shapes twist and dark amidst $100,000 worth of gleaming, beaming fibre optic lights. Now is the time for R.O.B. to be unleashed upon the helpless populace!

Monitors crowd what is usually a huge dance floor, screens ablaze with colourful action figures. Looking closely, you see game cartridges and some kind of non-computer console. Who would have expected to see a new game system now? Yet that's exactly what *Nintendo* is doing, but with a difference. The console is very high-tech in appearance, with a slot that takes its own game carts. In C+VG's American correspondant *Marshal M. Rosentual* scanned the scene and sent us HIS reactions . . .

■ The appearance of a new game system is a cause for wonder since most of those which appeared in the 1970s are now defunct. But a new generation has discovered video-gaming, and this resurgence of interest has caused **Nintendo** to launch a new dedicated games machine.

The **Ninetendo Entertainment System** combines many features to create a home arcade experience. The main unit is about the size of a bread box, with a door that lifts for insertion of game cartridges. A power switch is located in front, along with a reset button. Connections are available for either a television set or monitor, and all connecting cables are included.

Two small control panels attach to ports in the front. Each contain a set of cursor keys, [select]/[start] and two operating buttons. The panels control all the functions onscreen, and operate similarly to joysticks. There are two things unique to this system — but first let's examine a few of the game cartridges.

Each game comes enclosed in a plastic case called a cartridge (cart for short), which is about the size of a paperback book. An electronic chip inside the case contains all the information for a game, so there's nothing that could be damaged or become worn out. This also enables the program to load instantly. The carts slide into a slot inside the unit and then click down into place.

Games which use the control panel include **Super Mario Brothers, Kung Fu** and **Excitebike.**

Super Mario Brothers has you racing, jumping and bouncing your onscreen character as he battles foes while striving to reach the hidden castle. Game play is quick, with entertaining sound effects. Graphics are good, and there's a lot of variety in the action.

Kung Fu's another popular arcade game and has you invading a Mandarin's palace, pursued by guards wielding different weapons and fighting styles. You can punch, kick and duck — and believe me you'll need to. Various enemies include a stick fighter, boomerang thrower, and a magician who can alter his body. **Kung Fu** features large graphic characters which contribute to the excellent look of the game.

Excitebike gives you the opportunity to try your hand (and body) at motorcross racing. There are five different tracks to choose from, and there's even a "turbo" to punch up that will almost blast you off the ground.

Although this is a one person game, there are a number of computer controlled opponents who will try to jam you up and push you aside. **Excitebike** is also programmable.

One of the things that's different about the Nintendo system is R.O.B., the Robotic Operating Buddy. He adds a unique aspect as he becomes your partner in a number of games.

Batteries enable him to move his articulated body around a base which can contain items to be used, and he has gripable arms as well. R.O.B. actually views the television screen, and his actions are mirrored in pixel life as well.

For example, in the game **Gyromite**, you must help the Mad Scientist pass obstacles in order to defuse dynamite while avoiding a number of strange creatures. A set of gyros are placed around R.O.B., and the second controller is placed into his grip. R.O.B. must pick up a specific coloured gyro, and then place it into the spinning compartment.

You then place it upon the correct coloured platform, which opens a barrier on screen. Of course you must also get the gyro before it stops spinning and return it to its resting place on the base.



The Zapper Light Gun is also included. It can be fixed in place of one of the control panels, and is aimed and fired at targets on the screen.

The gun — like all of the system — is made of plastic and has a futuristic look. It "sees" the television screen in the same way as R.O.B. does, by reacting to scanning lines.

The gun is good to a distance of about 20 feet — but the cord only goes to about 12! Two games using the gun are available right now, and both are based on arcade versions released in 1985.

I would recommend the *Nintendo Entertainment System* for the person who wants to move on from his old game machine (Atari, VCS, etc.). It is also well suited for the family wanting to play games. But why shy away from all the complexities and questions involved in buying and maintaining a personal computer. This is a game system that does a good job. But doesn't present anything new or innovative.



PRESENTS

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GOLD EDITION



HOT GOSSIP

BY TONY TAKOUSHI

■ It had been a heavy day. All I wanted to do was come home and go to sleep. Some chance . . .

I turned the key in the lock and opened the door. As I stepped into the passage I felt something squelch under my foot. "Yuk . . ." My stomach went queasy.

"OK brain-o, who forgot to put away the food and drink this morning." I cursed, as I shook-off the somewhat thinner than usual Gremlin from my foot.

Being surrounded by zillions of fuzz-balls isn't my idea of fun when all I want to do is sleep! It was my fault really. If only I hadn't taken that Gremlin game so seriously . . .

Gremlins is the officially licensed arcade game based on the Spielberg film of the same name. It's an Atari game that never saw the light of day in the UK — or apparently in the US — despite being previewed at the Chicago CES in 1984.

The theme follows the plot of the film in many respects. You control a cute character who struts around the screen picking up little Gremmies before they can turn into large, horrid, beastly Gremmies!

At the start of the game you can choose the level you wish to begin on (levels 1, 3, 6, 9, 12, 15, 19 or 23) with function key F5. The number of players (1, 2 or demo) with F3 and start play with F1 or the fire button.

You can move your character in any of eight directions around the screen so that he can collect the cute harmless Mogwai. Mogwai are collected simply by walking into them. You can only carry one at a time, and it must be taken to the top right corner of the screen and deposited in a safety pen.

The game makes life a little harder by having a time limit. If you don't collect the Mogwai in time you lose a life. You begin with three, with an extra life for every 10,000 points scored.

Saving Mogwai is only half the story as they are transformed into wicked, mischevious, beastly creatures if they come into contact with water and/or eat food.

The higher levels offer a variety of extra dangers to negotiate. There is a fridge — one of my favourite hang-outs!

TV, walls, puddles and a water dispenser to complicate matters.

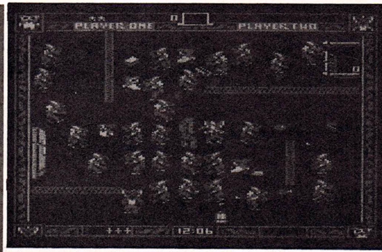
The time limit also varies depending on which stage you are playing. The higher levels also have transformed, evil Gremlins who home in on your position. You must take them out with some athletic sword slashing exercises and some nifty footwork around the screen.

The dangers on the higher screens are challenging as there is plenty of food strewn around the screen and there are puddles which transform Mogwai into evil Gremlins if they walk into them.

The fridge seems to have a mind of its own as it opens on its own and throws out food — wish mine did the same!

If all this sounds chaotic that's because IT IS! There's a lot to watch for and do in this game. Points are given for picking up food and collecting water that is lying around the screen.

At the end of each stage — you either run out of time or collect all the Mogwai and destroy the nasties — you get a time bonus and a collection bonus of 100 points for the first safe Mogwai and an extra 50 points for each additional one (150, 200, 250 etc) saved.



If you are touched by an evil Gremlin you turn into a skeleton and collapse into a crumpled heap of old bones on the floor, and lose a life!

I really enjoyed playing this game. It is a thinking man's version of **Robotron** in many respects. It is a fast paced, slashing strategy game with a lovely feel to it. It really is like a hi-res version of **Robotron** without all the 'zippy bits' when you destroy the nasties.

Graphics are classy and spot on for the game — but the sound leaves a lot to be desired. It's very weak and consists mainly of a shuffling sound for walking and a dull tune at game start and finish.

Like so many other Atari games this is a quality title that remains for some ill-known reason on the shelf.

Atari have yet to confirm any release date for the game which runs on both Atari and C64 machines.

BIGGLES — THE

In the stiff upper lip league of British heroes, lips don't come any stiffer than *Biggles*.

The legendary air ace has thrilled millions for generations with his daredevil exploits in ninetyseven novels from the tireless pen of Captain W.E. Johns.

Now James Bigglesworth — to give our hero his full name — is about to hit the silver screen in the thrill-a-minute movie *Biggles — The Untold Story*. Not only that. Mirrorsoft has snapped up the rights to produce a computer game based on the film.



Biggles — The Untold Story sees our hero embark on his most fantastic adventure ever. First World War dogfight action, German secret weapons and — wait for it — time travel!

The film opens in modern day New York. An elderly man lurks in the shadows outside the home of American businessman Jim Ferguson. This mysterious man knocks at his door and asks the bemused Jim if anything unusual has happened. Annoyed, Jim sends the old man away.

And, boy, does something unusual happen. Strange arcs of light flash from Jim's fingers and the whole world goes crazy. Jim finds himself transported through time from 1985 to 1917 and behind the German front line.

Biggles, searching for the location of a deadly German secret weapon, crashes his bi-plane near Jim. The startled American drags Biggles from the wreckage.

And then all hell lets loose as the Germans start shelling. Then as suddenly as Jim arrived in 1917 he finds himself back in 1985.

But his fate has been set. Somehow Jim Ferguson has become a "time twin" of Biggles. Their lives have become inexplicably linked and they are destined to face deadly adventures together.

Back in New York Jim is about to launch a new fast-food service, helped by his business partners and friends including Debbie Stephens.

The launch party is taking place when Jim is again approached by the elderly man. Jim declines his invitation to travel to London.

Then once again, Jim drops through a time hole into the thick of action of the First World War. This time he helps Biggles secure vital photographs from the air. Under attack from a German Fokker, Biggles' plane is riddled with bullets and Jim, clutching a precious photographic plate, is back in 1985.

He travels to London to meet the elderly man, Colonel Raymond, at his lair in Tower Bridge. Raymond tries to explain the mysterious events. He was Biggles' commanding officer, and long ago Biggles had confided in him about the time hole. He shows Jim a photograph of himself taken with Biggles and his comrades Algy, Bertie and Ginger, back in 1939.

Primed by Raymond to return to 1917 to help shape destiny, Jim waits for the next time slip. Totally unprepared he emerges in a Convent. Once again he is called on to assist Biggles. Concerned about Jim, Debbie travels to London. Debbie listens to what Jim has to say, but not until she is transported with Jim on his next mission does she fully believe his story.

Together with Biggles, Algy, Bertie and Ginger, the two young Americans help track down the deadly secret weapon. Biggles' ingenuity and tactics rescues them from situation after situation frought with danger.

Biggles stars Neil Dickson as Biggles, Alex Hyde-White as Jim Ferguson and Peter Cushing as Colonel Raymond.

Mirrorsoft's game is based on four key parts of the film. The play is as follows:

Game One: Flash, Bang, Wallop — What a Picture.

Biggles must pilot his biplane, with his time-twin Jim acting as gunner, locate and photograph the German secret weapon site. Ground artillery pounds away at our hero and the dreaded Captain Erich von Stalhein — the German air ace famed for his iron mask — engages Biggles in a deadly dogfight.

Game Two: A Site For Sore Eyes.

Biggles has now met up with double agent Marie at a convent and obtained information on how to reach the weapon test site at Blanchfleur.

But the convent is surrounded by German troops. Biggles must first escape using grenades and taking cover to avoid the German guns. He must then make his way through a series of tunnels and caves, avoid rockfalls, pits, poison gas and, of course, Germans.

Game Three: Chase the Ace.

Air ace Biggles and his chum Jim have to make their way across the rooftops of modern London to a secret rendezvous to collect photographs of the weapon site. Biggles and Jim, chased by a police helicopter, must leap between buildings and slide down roofs. Armed police and SAS troops are also stationed on the roofs trying to trap our intrepid duo.

Game Four: The Big Bang.

Biggles has slipped back in time to 1917 — with the modern high-tech police helicopter. He must navigate his way to the weapon site using a computer-enhanced map photograph supplied by Colonel Raymond. He must destroy the weapon.

The screen of this section of the game shows the cockpit of the helicopter with all its controls. The map includes details of landscape, enemy troops and Biggles' pals, Ginger, Algy, Bertie and Marie.

But before the secret weapon can be destroyed, a number of strategic objectives must be achieved.

Planned release dates for the game are as follows: Commodore 64 May 1 £9.95/ £12.95 disk; Spectrum May 16 £9.95; Amstrad June 12, £9.95/ 14.95 disk. Atari ST and Amiga versions should be available in October.

UNTOLD STORY



COMPETITION

Biggles — The Untold Story is to be given a Royal charity Premiere on May 22nd in the presence of the Prince and Princess of Wales. All money raised will go to the RAF Benevolent Fund and the Prince's Trust.

And thanks to Mirrorsoft we've got three tickets to the premiere as the top prizes in our fantastic Biggles competition.

The next 50 runners-up will receive tape copies of the game for the Commodore, Spectrum and Amstrad.

All you have to do is find the five hidden names in our word square and send your answer to Biggles Competition, Computer+Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU, together with the printed coupon. The closing date for the competition is May 16th and the editor's decision is final.

Because the winners of the competition will have to be contacted quickly, please include your telephone number if you have one.

So if you want to rub shoulders with Royalty, don't delay, post your answers today.

A	U	G	V	G	H	A	N	X	B
B	B	I	G	G	L	E	S	Y	J
C	D	N	W	C	I	P	O	Z	I
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GRAPHICS

Graphically great or do the graphics grate — these marks put you in the picture and let you know if all things are sprite and beautiful.

SOUND

Is the sound loud and proud and crystal clear? Or does the noise from your micro sound as though you've got your head stuck in a bucket of mud?

VALUE

Is the game really worth an arm or a leg to buy. Should you beg, borrow — but never steal — to get the cash to buy this game and be the envy of all your friends? Or should you wait until the game turns up in the bargain basement — after just one week on sale.

PLAYABILITY

Will you have to be dragged screaming from the joystick after 24 hours of continuous play — and still be anxious for more. Or will you give up after a few minutes?



Don't miss this if you've any sense. This is C+VG's way of telling you this game is the BUSINESS.



The Computer + Video Games accolade of Game of the Month is the highest honour our team of reviewers can bestow on a game.

It goes to the game — be it for the Spectrum, Commodore 64, Amstrad, BBC, Atari or any other make of computer — which we honestly believe to be the best game we have seen during the month.

The key points we look for are all the normal ones plus originality.

GET DEXTER!

● **Machine:** Amstrad
● **Supplier:** PSS/ERE Informatique
● **Price:** £9.95

There used to be three essential Amstrad games — *Sorcery*, *Tau Ceti* and *Spindizzy* — now you can add *Get Dexter!* to your list.

This French game is a mixture of all that's best in Ultimate games with a dash of *Sorcery* and a whole lot of style. Once you get stuck into this colourful arcade adventure you'll be totally addicted — so don't start planning anything silly like summer holidays. You won't want to drag yourself away from your Amstrad!

The idea of the game is fairly straightforward. You play the part of Dexter — a super-android on a top secret mission to infiltrate the research centre which houses Zarxas, the galactic central control computer, discover the access code to the computer's nerve centre and take all its memory chips.

The reason for all this? Well there's a bunch of evil people who want to destroy the universe — again! Eight scientists hold different bits of the access code — so Dexter has to meet them and persuade them to give him the code.

Now, Dexter would be a real tough looking dude if it wasn't for the silly ski cap he wears which makes him look like a bionic Noddy. How did he come by this hat? Well, this little Podocephale ate the top of his head before it could be fitted you see and Dexter didn't really want to go on a top secret mission with transistors and bits of wire poking out of his bonce. Understandable, I suppose.

Anyway, as punishment for this crime the Pod — called Scooter — has to go along with Dexter. He helps his android pal by warning of dangers and helping Dexter over certain obstacles.

You start the game in any one of the Zarxas centre's many colourful rooms. These are often inhabited by oddly shaped robots whose one aim in life is to kill you off. Your energy rating is depicted in percentage in fashion at the bottom of the screen, *Sorcery* style. You can dodge some of the robot guards quite easily — or, if you have the right sort of weapon with you, Dexter can destroy them.

A little graphic "suitcase" in the left hand corner of the screen shows just what you are carrying at any one time. You can only carry one object at a time — but you are able to swap things when the object in use has outlived its purpose.

If you find a bottle of acid — a silver container marked with a red skull and crossbones symbol — position yourself to drop it on a robot defender and the metallic monster will dissolve into a satisfying silver puddle.

But watch out — Dexter can slip on the puddles and lose energy.

There are 50 colourful 3D rooms to explore, each packed with an amazing amount of detail. Almost every object in each room can be moved, picked up or used. And each of the objects has a purpose. For example boxes can be piled up to reach a previously unreachable platform, coloured passes must be used to open doors, objects which look like miners' lamps can be used to destroy robots, and little red "cards" with something that looks like a Smiley face on them can be dropped in a room — where they rise up and "freeze" the robot defenders.

Dexter can walk and jump and pick up objects like any normal game hero — but he can also PULL things. Things like wardrobes which sometimes reveal hidden entrances — or more robot nasties!

There are human enemies in the computer centre as well — a nurse and a punk, who you might just recognise from *Macadam Bumper's* loading screen. These people try to make your life as difficult as possible — but you can disable them by using certain objects.

Energy can be a problem for Dexter but if he finds a useful Holophonic Cabin he can zap his energy up to 99% again. Like the cauldrons in *Sorcery*.

There's so much to this game that you'll want to keep coming back for more — time and time again.

The graphics are excellent, so is animation and sound. *Get Dexter!* is already a French number one under its original name, *Crafton and Xunc* — and it's destined to be an instant hit in the UK, too. Go out and buy it.

● **Graphics**	**10**
● **Sound**	**9**
● **Value**	**10**
● **Playability**	**10**





● CONTINUES ON PAGE 21 ▶


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At one stage it looked as though the trusty C16 was heading for retirement because of a lack of new software. Wrong! Great discount deals on the computer over Christmas have meant software houses have started churning out new games.

So read on for C+VG's Fred Reid's round-up of the latest C16 games heading your way.

KAKTUS

- **Machine:** C16
- **Supplier:** Audiogenic
- **Price:** £6.95

To my mind, *Kaktus* is a rather silly game, involving a cactus and a swarm of bees.

The idea is simple, protect the former by shooting the later. Other pests that impede your progress are moles, hornets and buzzards. Shoot all bees, hornets etc, and go one to the next level.

Pretty simple graphics and a brief snippet of music is all you get here. But for all that, it's quite addictive!

Graphics	6
Sound	3
Value	5
Playability	7

GHOST TOWN

- **Machine:** C16/Plus 4
- **Supplier:** Anirog
- **Price:** £6.95

"Enjoy the quest and play it again and again and again . . ." says the first screen of this graphic adventure.

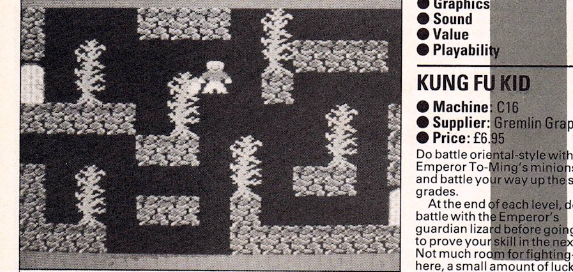
It's a little optimistic of the programmers to think that you'll be so hooked on *Ghost Town* that you won't be able to drag yourself from your Commodore.

The story is as follows. A prosperous town has been turned into a ghost town by the wizard Belegro. All things of value have been collected and stored in one room.

By solving the clues scattered around the 19 screens, you have to find Belegro and get the treasure.

I lost interest in this "quest" after two or three screens. *Ghost Town* may feature a wizard but the game casts no spells over the player.

Graphics	6
Sound	6
Value	5
Playability	5



3D GLOOPER

- **Machine:** C16
- **Supplier:** Audiogenic
- **Price:** £6.95

3D Glooper is a 3-D version of the ever-popular *Pac-man*.

The arcade action never lets up, but gets a trifle repetitive after a while, as does the original.

The graphics make good use of the C16's smooth scrolling facilities, and the maze appears to be "built" of bricks. No music here, but bleeps and groans in appropriate places.

Graphics	8
Sound	3
Value	6
Playability	6

PANIK

- **Machine:** C16
- **Supplier:** Atlantis
- **Price:** £2.99

This is a game you could get to dig. Armed with a shovel you must dig pits to trap a multitude of monsters — and then hit them over the head until they fall to the next level.

The different colours of the monsters indicate how many levels they must fall to be destroyed. For example, red monsters need to fall one level but green monsters need to plunge three levels.

Points are awarded for monsters killed.

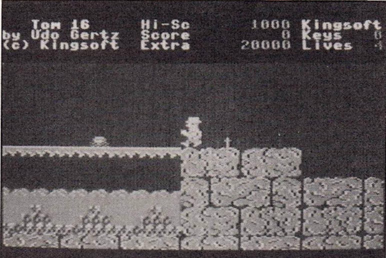
Simple fun but a little overpriced even at £2.99.

Graphics	7
Sound	6
Value	5
Playability	6

TOM THUMB

- **Machine:** C16/Plus 4
- **Supplier:** Anirog
- **Price:** £5.95

Tom Thumb may feature a pintsized hero but this arcade



adventure is anything but small. There are 178 screens to explore. Not bad for the C16.

Tom has entered the tomb of Pharaoh Manilo in search of his treasure. To succeed he must collect keys. But snakes, spiders and evil spirits hinder his treasure trove hunt.

Graphically Tom Thumb is fairly basic and simple but no less entertaining for that.

It's definitely thumbs up for *Tom*.

Graphics	7
Sound	7
Value	7
Playability	8

KUNG FU KID

- **Machine:** C16
- **Supplier:** Gremlin Graphics
- **Price:** £6.95

Do battle oriental-style with the Emperor To-Ming's minions, and battle your way up the skill grades.

At the end of each level, do battle with the Emperor's guardian lizard before going on to prove your skill in the next. Not much room for fighting-skill here, a small amount of luck goes a long way.

Devilishly difficult, but I found the game rather boring and meaningless (senseless violence just ain't my scene, man).

The graphics are a bit crude, when your character moves in front of another, large chunks of graphics disappear!

Although the game is quite well presented, I think the poor graphics let it down.

Graphics	4
Sound	4
Value	5
Playability	6

MR PUNIVERSE

- **Machine:** C16
- **Supplier:** Mastertronic
- **Price:** £1.99

Another one of those infuriatingly tricky "platform" type games where you (Mr Puniverse) have to collect vitamin pills scattered around the 25 screens to survive.

Definitely the sort of game you end up playing at three in the morning when you're sick of all your other games.

The graphics are simple but ultra-effective and the sound is nothing special, but each screen presents a different set of problems including how-to-find-your-way-back-to-that-screen-you-missed-near-the-start-of-the-game!

As with most other games from Mastertronic, this one is very reasonably priced, and represents excellent value for money.

Graphics	7
Sound	5
Value	10
Playability	8

CYBORG

- **Machine:** C16
- **Supplier:** Budgie

▶ CONTINUED FROM PAGE 17

• CONTINUES ON PAGE 22

● **Price:** £2.99

I first played *Cyborg* on the C64 a few years ago, and I'm happy to report that this version has lost nothing of the original flavour.

Cyborg is a very fast blasting extravaganza, in which you have to protect the Cyborgs from aliens gone wild.

Your movement is restricted, making escape almost impossible, and to make matters worse, you can only fire while you are moving.

Many different levels of pure blast-'em make this one of my favourite C16 games.

● **Graphics**	8
● **Sound**	4
● **Value**	8
● **Playability**	9

• COMMANDO

SPACE ESCORT

● **Machine:** C16
● **Supplier:** Atlantis
● **Price:** £2.99

Space Escort is a basic space shoot 'em up. It's fun for a while but has nothing really original to recommend it.

Your job is to protect space liners carrying people from your doomed planet. But alien attackers have other plans.

There are four main waves of attackers. Destroy these and you can land on a planet. It's then on to the next level. In all there are 26 liners to protect.

● **Graphics**	8
● **Sound**	7
● **Value**	7
● **Playability**	7

WINTER OLYMPICS

● **Machine:** C16
● **Supplier:** Tynesoft
● **Price:** £6.95

Just the game for those long summer nights ahead.

Six traditional wintersports are portrayed in stunning graphics. The events you compete in are loaded from a double-sided cassette via a menu system on side one, although you can load the next event without reloading the menu.

The events are speed skating, ski jump, Cresta run (bob-sleigh), ski slalom, curling and downhill skiing. All the events are loaded using the latest Novaload system so you just get time between exertions to get your breath back!

One of the best games I've seen on the C16/Plus 4 as yet.

● **Graphics**	9
● **Sound**	5
● **Value**	8
● **Playability**	9

MOUNT VESUVIUS

● **Machine:** C16
● **Supplier:** Tynesoft
● **Price:** £6.95

I had expected erupting volcanoes and exploding lava to be prominent features here, but it was not to be.

There is indeed a volcano, and the local populace are in danger of being erupted on.

Guide your helicopter from the top of the cable car to each house in turn. You can only take on five passengers at a time, and your fuel is rapidly running out, make it back to the top of the cable car, and make another trip.

Repeat this procedure until you are bored . . .

The graphics are pretty primitive, and the screen scrolls in jerks. This game is the pits!

● **Graphics**	3
● **Sound**	2
● **Value**	2
● **Playability**	3

POGO PETE

● **Machine:** C16
● **Supplier:** Tynesoft
● **Price:** £6.95

Pogo Pete is the name of a young kid on a pogo-stick. The other kids have built an adventure playground, and it's Pete's job to test it out, and make sure it's safe.

One crucial element of the playground has been left out though, and the first thing Pete has to do is place a tile in the correct position.

After this, things hot up a little. Your task is to bounce from one side of the screen to the other without touching the ground.

This took me quite some time, but eventually I succeeded, and was allowed on to the next, even tougher screen. A total 24 screens in all, lots of fun throughout.

● **Graphics**	7
● **Sound**	6
● **Value**	7
● **Playability**	8

COMMANDO

● **Machine:** C16
● **Supplier:** Elite
● **Price:** £7.95

This is the one you've all been waiting for, the C16 version of the C64 version of the film of the book etc.

Elite has done a good job of converting this game, and the result is a fast, nerve-racking shoot-em-up that you'll never get tired of.

The first screen is tough. GI Joe has to storm the enemy positions to get through to the next screen, while under vicious crossfire.

Joe seems a little hard to manoeuvre, and certain parts of the screen are definitely no go areas.

The secret is to use your cover to the best advantage.

● **Graphics**	7
● **Sound**	4
● **Value**	8
● **Playability**	6

THE BERKS TRILOGY

● **Machine:** C16/Plus 4
● **Supplier:** CRL
● **Price:**

The Berks games were some of the most successful for CRL a few years back. Now the three games in the set have been released on one tape.

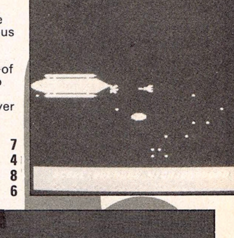
IN *Berks*, you must try to destroy these mindless creatures using your Terror Tank. You score 500 points for every Berk destroyed and 10 points for stunning the Drones which protect the Berks.

The second game, *Major Blink*, sees a change of sides. This time you play Major Blink, creator of the Berks, who has become an outcast. He has to fight off the Drones which have been sent against him. It's again a case of potting for points.

In *Berks 3* it's back to the Terror Tanks and this time you must enter the City of the Berks and find 21 keys. These will allow access to the Inner Sanctum where more keys lurk and son on.

Finally you must enter the Berks' sacred treasure chamber and recover the goodies within to win

● **Graphics**	8
● **Sound**	6
● **Value**	7
● **Playability**	8

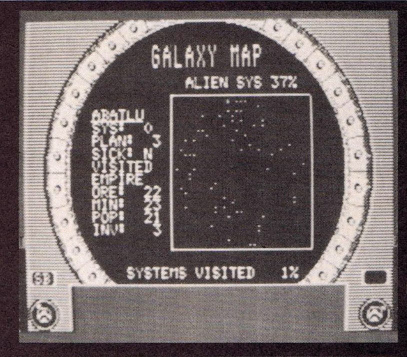


• SPACE ESCORT

▶ CONTINUED FROM PAGE 21

• CONTINUES ON PAGE 24 ▶

EMPIRE



- **Machine**: Spectrum/C64/Amstrad
- **Supplier**: Firebird
- **Price**: £9.95

If you're a space pilot with a taste for *Empire* building then why not apply to the nice young lady at your nearest Firebird space station. She's got excitment and adventure in store for all you able-bodied, space age strategy freaks.

It would be all too easy to describe *Empire* as a sort of poor man's *Elite*. There are lots of similarities between the two. Ace *Elite* players might find *Empire* a bit simplistic. But for the rest of us mere mortals it's a good training ground for those wanting to enter the *Elite*.

When you start the game you are in the middle of the solar system Agatlu. You have only the basic ship, with hardly any special features. The display shows you in the middle of a circular playing area. You may rotate everything anti-clockwise and move forwards.

The top two thirds of the instrumentation area is empty for the moment. It fills up as you get more extras and add-ons for your ship.

In the bottom left and right hand corners you see four columns. These give you an indication of the condition of your ship. They are identified by the letters in white on blue at the top of the columns. 'E' shows you ship's energy; 'T' the ship's temperature; 'R' how 'HOT' in radioactive terms your ship is and 'S' shows the state of your shields.

Next to the columns are two circular direction pointers. These point to different things in the current solar system.

To fly your ship to the object, rotate until the arrow points straight up and fly forwards.

At the bottom of the circular screen there is a blue rectangular panel. This is your ship's computer. All messages in the game will appear on this screen. Above the computer screen is a digit counter which shows the total elapsed time since you started playing the game.

You can transport cargo around the system in pods. To carry a pod, you must extend your 'cargo ropes' behind your ship.

You manoeuvre your ship so the pod is to the side of the cargo rope, and the pod will be picked up. When you start the game you only have two lengths of cargo rope, allowing you to carry a maximum of two pods at a time. Further length of ropes can be found in special extra pods.

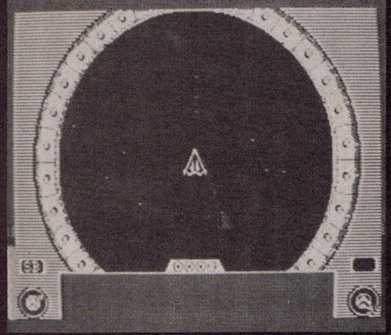
As the game continues, you will be offered a Viper class ship for your use. This allows you to carry many more pods without cargo ropes. Two pod trays will open up on both sides of the display.

Starbases comprise of two spheres, to dock with a starbase all you have to do is fly in between them, and turn so that you are facing towards the centre of one of them.

The last function available on the standard ship is the galaxy map, this can be used by pressing the G key.

To the left of the map there are details about the system that the pointer is pointing at.

To get ore, minerals or people for the starbases, you have to land on planets. To land on a planet you have to fly round them until you find a 'warp hole'. If you fly into this warp hole your computer will change your ship's controls and plot an orbit for you to follow if you wish to land on the planet.



When flying over the planet surface the direction pointer on the left of the screen is used to guide you to the next pod to be found, or the exit hole.

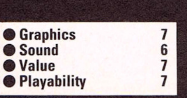
To travel from one system to another, you must fly off the edge of your current system.

All systems have some aliens. And all of them may at some point pickup a pod. When this happens direction pointer two is activated, and should be used to track down the alien. If the alien is shot then the pod will be dropped. If a pod is shot at any time then it will automatically hyperspace to some other point in the system.

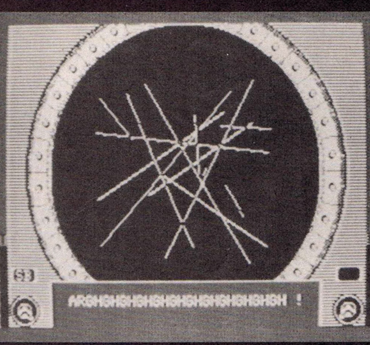
Some systems are controlled by aliens, these systems will be overrun with very fast aliens.

Once you have visited all the systems, strange things will happen to the game, your computer will explain . . .

Graphics are simple but effective — as are the sound effects. *Empire* is a challenging game — but it could be too big and sprawling for arcade fans and not complex enough for strategy buffs.



Graphics	7
Sound	6
Value	7
Playability	7



► CONTINUED FROM PAGE 22

• CONTINUES ON PAGE 26 ►

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Fairlight

BY BO JANGEBORG
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BATMAN





● **Machines**: Spectrum/ Amstrad
● **Supplier**: Ocean
● **Price**: £7.95 (Spectrum) £8.95 (Amstrad)

"Holy smoking Spectrums, Batman! They've gone and turned us into a computer game!"

"Don't worry, Robin, old chum. It's probably just all a dastardly plot cooked up by our arch-enemy The Joker! Just close your eyes and perhaps all these people will go away!"

Sorry Batman — but you're not going to get much rest once the hoardes of Spectrum and Amstrad gamesters get their hands on a copy of this truly excellent game.

Jon Ritman, of *Bear Bovver* and *Match Day* fame, assisted by Bernie Drummond, has come up with a game that's going to leap to the top of the charts with one mighty bound.

Batman makes *Superman* look like a real wimp thanks to this colourful, fun packed arcade adventure. OK, once you start playing you'll soon realise you are dealing with a game that's destined to become an all time classic.

Let's take a look at the plot — which is worthy of any of the Batman TV shows.

The Caped Crusader has got a problem. Robin has been kidnapped by some dastardly villain — and Batman must rescue the Boy Wonder before he suffers a fate worse than death. Being forced to play First Star's *Superman* game!

Batman rushes to his recently enlarged Bat-cave only to find that Arthur the butler has been cleaning up and all the special Bat-gear he needs has been scattered around the different rooms of the cave.

He has to get his Bat-hands on his Bat-boots, the Bat-bag, the Bat-thruster and the low-grav Bat-belt.

This is tougher than it sounds because each item is hidden in a different room and protected by a nasty Bat-guardian who seems to have forgotten just who Batman is! In any event these guards aren't going to allow Batman to get his belongings together very easily.

It also appears you need to collect these items in a specific order. One item helps you get another more easily. But we'll leave you to work that out.

Once Batman has collected all these Bat-bits he has to search out some more. Bits of the Bat-craft which he recently serviced and forgot to put back together. Who's a silly little Bat-boy then?

Once that's done Batman can go off in search of the Boy Wonder! Holy broken joysticks, Batman!

Scattered around the Bat-cave are various energisers which Batman must collect. These give him extra energy, make him move faster, jump higher, give him the power to use a shield, give extra lives etc. But learn to spot the neutralisers which strip Batman of all his hard earned extra powers.

Batman will also come across reincarnation stones scattered around. All you have to do is touch it and it will store the state of the game. This allows you to restart the game at this point from the main menu should you be unlucky enough to lose all your Bat-lives. Useful!

The main menu allows you to select the normal stuff like joysticks or control keys but also things like the volume of the music, sensitivity of the controls you've chosen. Why don't all games offer these useful options?

The graphics are excellent in both versions although the





TURBO ESPRIT

● **Machine**: Spectrum
● **Supplier**: Durell
● **Price**: £8.95

If you've ever watched a TV or movie car chase with a gleam of envy in your eye then you're going to mad over *Turbo Esprit* because that's what this game is all about. It's one long, fast, action packed car chase. OK, the graphics aren't brilliant, and the sound — well you'll soon be wishing the Spectrum could make noises like a real turbocharged supercar.

However, the game is gripping, packed with atmosphere and genuinely addictive. And after all, it's probably the only chance most of us will get to get behind the wheel of a Lotus — so you could say it's worth it just for that!

But meanwhile, back at the plot. Here's what you have to do.

An armoured supply car is carrying drugs to the centre of the city. One after the other, four delivery cars will drive in to meet it, and then drive off to their hideaways. After the fourth pick-up the armoured supply car will leave the city.

Your mission is to stop the delivery cars after they have made their pick-ups and before they disappear and to stop the armoured supply car before it leaves the city.

You'll score extra points for catching the drug smugglers alive, rather than shooting them.

Your pursuit vehicle is a Lotus Turbo Esprit, capable of speeds up to 150 mph.

You lose points for injuring the general public. There are traffic lights at junctions which should be obeyed — the smugglers will probably ignore them — there are pedestrian crossings and road-works that you should avoid.

On your screen you will see the top of your steering wheel, a speedometer, rev counter, fuel gauge and temperature gauge. Gear changing is done automatically by the computer.

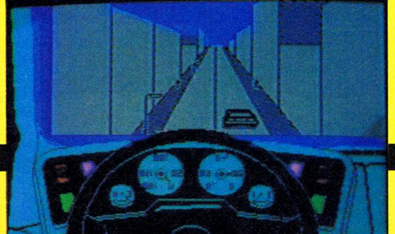
Your car is displayed in the screen in front of you. At the beginning of the game it is in the centre left lane.

At the bottom left of the screen you will see penalty points which you get if you crash into innocent cars or kill pedestrians. Next to this is your score which you get for catching drug-smuggling cars and beneath this you will see the occasional message from HQ control.

The "cockpit" view is quite realistic — but spoilt a bit when you realise than you can see your car on the road ahead anyway. The moving steering wheel, à la *Revs*, is a nice touch.

All cars in the game are black, except those used by the drug smugglers. These are blue delivery cars, the red armoured







Amstrad game looks much prettier thanks to the machine's bigger range of colours.

The Batman character is — how can we put it — just perfect. He looks just right in his cloak which billows out behind him as he walks and flips up as he jumps about. If you leave him alone too long he looks disgustedly out of the screen at you, puts his hand on his hip and taps his foot impatiently — just like Rockford in *Boulderdash*.

The only thing missing are the Zap!, Pow!, Kerrrunch! bubbles that appeared whenever Batman battled his enemies with his KO punch. Perhaps Jon will remember that for the next Bat-game.

Fly down to your local Bat-shop and demand a copy of the game. You must be batty if you don't!

Spectrum/Amstrad

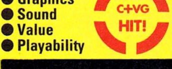
● Graphics	8/9
● Sound	7/8
● Value	10/10
● Playability	10/10



supply car and the magenta "hit" cars that will try to shoot you.

You can call a map of the city by pressing the M key. Flashing circles indicate your own car, and those of the smugglers. Small petrol-pumps indicate the positions of garages. Four dots at crossroads indicate traffic lights. Arrows along side roads indicate that these are one-way streets.

Be warned — this isn't an easy game to get into. But it's definitely worth the time and effort.

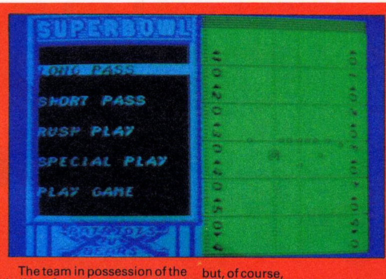


● Graphics	7
● Sound	6
● Value	8
● Playability	8



SUPERBOWL

● **Machines:** Spectrum/Amstrad/C64
● **Supplier:** Ocean
● **Price:** £9.95 (all versions)



Cast your mind back to that wonderful day in January when the UK and America came to a complete halt. Why? Because it was Superbowl Sunday and the total population of both nations was gripped by the prospect of a spectacular game of American Football between the all-conquering Chicago Bears and underdogs New England Patriots.

On the day the Bears enjoyed a real picnic and the Pats were hammered mercilessly.

Now YOU can get the chance to turn the tables on the Bears in Ocean's excellent American Football simulation, *Superbowl*.

The game centres on the two Superbowl 20 teams. It's a mainly menu driven strategy game with some really nice graphic frills. Frills like the giant "replay" screen, and animated "TV" screen close-ups of the footballers in action.

Once you've loaded the game you get a screen which is divided into a representation of the playing field on the right and an area which displays statistics which show the Quarterback and the receiver in action.

When you hit the play action you'll see the two players in the "TV" screens animate and run up the field.

This left hand side of the screen is also used for the many menus that are required to play the game. Both teams' offensive and defensive tactics are controlled from these menus — with you acting as the head coach and calling all the shots.

To get the best out of the game you really need to know the ins and outs of the sport. But Ocean have thoughtfully provided an audio cassette which explains some of the rules — which is just as well as the written instructions leave a lot to be desired.

The game also includes a "quickstart" option which is again extremely useful for the novice. You can simply select the "play game" option from both the offensive and defence menus and the computer will play the game for you. Useful to do this if you're not quite sure about how the game strategies work.

You'll soon pick things up however and be rushing for a touchdown alongside the best of them.

The objective of the game is to advance the ball by a series of plays or "downs" into the opposition's "endzone" or scoring area, and to achieve a "touchdown" for which the team is awarded six points.

The team in possession of the ball has four attempts or "downs" to advance the ball a minimum of ten yards. Yards are gained by running with the ball (rushing) or passing.

Superbowl somehow manages to include all the complexitities and excitement of American Football while still making the game more than just another strategy game. This is a proper simulation of the real thing.

The graphics likewise manage to combine the "live" game with all the essential instructions to your computer without slowing down the action.

Both Commodore and Spectrum versions have similar excellent graphics — but, of course, the 64 has better sound.

The "diamond screen" messages and game action "replays" add to the great atmosphere of the game.

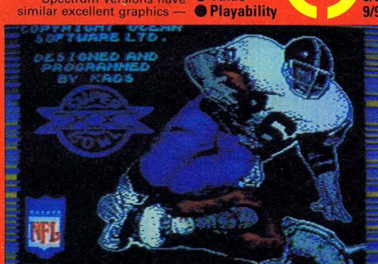
Superbowl stands next to *Hardball* as a great sports simulation. But when is someone going to do the same thing for a British sport — like cricket?

If you're an American Football fan — and who isn't these days — don't fail to get your hands on a copy. If you fumble this one then you're going to regret it for the rest of the season!

Spectrum/C64

C+VG HIT!

● Graphics	8/8
● Sound	7/8
● Value	9/9
● Playability	9/9



● CONTINUES ON PAGE 29 ▶

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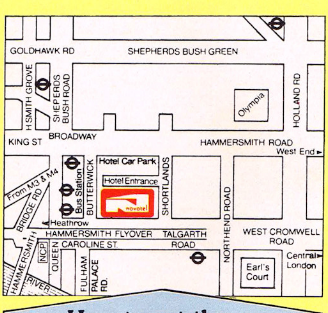
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CVG5

MUGSY'S REVENGE

● **Machine:** Spectrum/ CBM64
● **Supplier:** Melbourne House
● **Price:** £8.95 (Spectrum) £9.95 (CBM64)

"Hey boss, Mugsy and the Melbourne House mob are back in Town!"

"That little upstart. What's his angle this time?"

"Moonshine smuggling mainly, but he wants to get into a nightclub business too, boss."

"I heard he was having another crack at a computer games racket."

"Dat's right boss. I gotta holda of dis new tape when we raided the Melbourne House mob's new HQ. They put up quita fight boss, but we managed to grab a coupla copies of da game before de Feds arrived and spoilt everyone's fun!"

"Well, let's see it then, Spike. Don't keep us in suspense ya dumb bozo!

"Mmmm. Looksalot like Mugsy's first game. Similar graphics — some animated. Very pretty. But, it's still basically one of those strategic trading games with a few frills.

"Looks like he wants everyone to know just how to become a Godfather figure lika me. I must say the bits where you get to recruit a mob, set up a smuggling network and paya off the Feds is all very realistic. And this time you can send off your hit men to knock off your enemies — a nice touch, Mugsy. But is it nice enough to keepa my attention for longer than half an hour?

"Well, I don't think so. The graphics are pretty. But we all know what they say about pretty faces, don't we? And even the prospect of making a few grand and opening up nightclubs doesn't add much to what went before in the original game.

"Yeah, it's a nice idea and it looksa nice but it ain't really a full price game — not in this day and age. After all it is 1919! People want a bit more sophistication dese days."

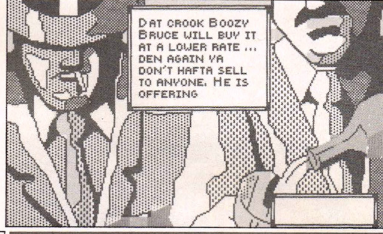
"Yeah boss, like that cute little fox Samantha . . ."

"Shutaya face Spike, this is a family magazine! But while we're on the subject. What happened to my copy of my favourite card game?

"Well, uh, boss, you know, the boys. . . ."

"You're just like Mugsy, Spike — cute on the outside but with nothing inside to back it up! Unless you find me that game you're goin' to end up reviewin' games for the ZX81 again! Now get out and find it — quickly!

● **Graphics**	**8**
● **Sound**	**n/a**
● **Value**	**6**
● **Playability**	**6**



SAMANTHA FOX STRIP POKER

● **Machine:** Spectrum 48K
● **Supplier:** Martech
● **Price:** £8.95

What is a reputable company such as Martech doing unloading this piece of sexploitation onto an unsuspecting public? Trying to make money, that's what. And by all accounts demand for the game is very high.

You've all heard of — and seen — Samantha Fox. Her more than ample charms have been displayed in most of the popular national newspapers.

Even C+VG's Editor — a man known for his exceptionally sheltered life-style — recognised Sam from the signed pin-up picture which accompanied this game.

The game starts with the first of several digitised pictures of Samantha Fox. She's wearing — wait for it — a hat, coat, scarf and a pair of glasses.

You then play seven card stud poker against the computer. Win several hands and a new picture of Samantha appears on the screen. Get the idea?

But why bother. If you want to see pictures of Samantha buy a 20 pence newspaper. The picture quality is better as well.

But did your primly Y-fronted reviewer win? To tell the truth I gave up after the fourth digitised picture and bought a copy of *The Sun*.

Samantha Fox Strip Poker is also available for the Spectrum 128K for £8.95 and the Amstrad £8.95 for cassette.

● **Graphics**	**8**
● **Sound**	**4**
● **Value**	**7**
● **Playability**	**8**

THE INCREDIBLE SHRINKING FIREMAN

● **Machine:** Spectrum
● **Supplier:** Mastertronic
● **Price:** £1.99

Meet Shuffling Sid the amazing shrinking fireman. He owes a lot to old Wally, the original suburban arcade adventurer. But he's still pretty cute.

Whilst beating back the flames of a blazing fire in a vast shrinking plant, Shuffling Sid, tripped and fell into the jaws of a powerful shrinking machine and, not surprisingly, was shrunk.

To unshrink shrunken Shuffling Sid, stretch him! To do this you will have to find the five parts of the stretching rack and put them together. After which Shuffling Sid will return to his original size.

Not all the objects that you find will be useful! Not all exits will be obvious — try jumping up through the ceiling of some rooms and they lead into different areas of the factory — and some of your exits will not be open until you have found the right object to let you pass through. But most of all beware of the ghosts and ghouls that haunt the factory!

At first the game is pretty confusing to play. There are arrows at the top of the screen which indicate which directions you can move in. But sometimes where there's an arrow you still can't move. It must be the "having the right object rule"!

And sometimes when you jump on an object to avoid a nasty you find yourself mysteriously transported to a room above. Not as brilliant as Spellbound — but quite a nice game.

● **Graphics**	**6**
● **Sound**	**6**
● **Value**	**7**
● **Playability**	**7**

▶ CONTINUED FROM PAGE 27

• CONTINUES ON PAGE 30 ▶

DOCTOR WHO AND THE MINES OF TERROR

● **Machine:** CBM 64
● **Supplier:** Micropower
● **Price:** £11.95

Doctor Who is an institution. As such he's bound to take a few knocks now and then. Luckily our trusted Time Lord has survived them all.

The good news is the Doctor will also be able to survive the *Mines of Terror*. Surely the hero of the nation deserves something a little better than this ordinary adventure.

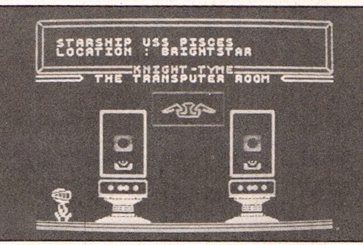
Okay, the packaging is lavish — the game comes in a box the size of a videocassette — and there's a decent amount of documentation. But no amount of flash can cover up a lacklustre game.

Doctor Who has been sent by the Time Lords to the planet Jijan where The Master, an old enemy of the Doctor, is building a "time instant replay unit". With this fiendish machine the evil Master could fulfil his desire to rule the cosmos.

The game spans a vast playing area — with about 130 screens covering ten playing areas including the mineworkers, a reactor, a lift shaft and a monorail.

The one big plus of *Doctor Who and the Mines of Terror* is its sheer scale. Map maniacs will find it a delight.

● **Graphics** 7
● **Sound** 7
● **Value** 7
● **Playability** 7



KNIGHT TYME

● **Machine:** Spectrum 128
● **Supplier:** Mastertronic
● **Price:** £2.99

The story continues. First there was *Finder's Keepers*. Then the excellent *Spellbound*. Now Magic Knight is back for his third adventure in *Knight Tyme*.

Tremendous interest surrounds this game. Not just because it's the latest of good old Knight's eccentric adventures but because it's one of the first games to be specifically written for the 128K Spectrum.

We were given a preview copy of the game which still required a little work before it's finished.

But even so our recommendation is very simple: Buy it. It's brilliant and at £2.99 you would be a fool to miss out. And 48K Spectrum owners have nothing to worry about as a shortened version of this epic will be released.

Spellbound ends when Gimbal the Wizard has been released from a self-inflicted White Out Spell and Magic Knight has been catapulted through time. He ends up on the starship USS Pisces somewhere in the 25th Century. The aim is to get Magic Knight back to his own time by finding the Guardians of Tyme.

You start off by exploring the ship but nothing much happens until you twig that you have to have an ID card. But how to get it? One of the computers can be made to produce a blank card and then you have to find a film, camera and someone or something to take your photograph. Get the idea? And don't forget the glue pot at this point. It's very useful.

That's only the start. There's a whole universe out there and it's going to take a long, long time before Magic Knight gets to go home.

● **Graphics** 9
● **Sound** 9
● **Value** 10
● **Playability** 10

MAX HEADROOM

● **Machine:** Spectrum
● **Supplier:** Quicksilva
● **Price:** £9.95

Well just as *C+VG* was closing for press this month guess who should turn up? None other than the long-awaited *Max Headroom* game from Quicksilva. Glad you could make it, Max.

This is a quick preview of the game. Time and printers will not wait for reviews.

The story revolves around investigative reporter Edison Carter's attempts to rescue Max Headroom where he is imprisoned on the top floor of Network TV 210 storey building.

The only way to reach the Max personality generator is by lift. But to get anywhere Edison has to crack various access codes.

Carter is also helped by the Maxhunter program which has been "injected" into the buildings computer. This gives him various information and, by means of icon-style controls around the A screen, allows him to call lifts, gain access to computer, and scan for guards. These guards will hunt you down when you move around the floor.

While not grapically brilliant, *Max Headroom* could turn out to be a challenging game. Stay tuned for more news.

● **Graphics** 7
● **Sound** 7
● **Value** 8
● **Playability** 7

WETZONE

● **Machine:** BBC
● **Supplier:** Everiss Software
● **Price:** £4.95

The evil E-Lanes are out to invade Earth, and only you, pilot of the last space interceptor, can stop them.

Clever creatures, these E-Lanes. They have the ability to make their spaceships appear to you in the guise of various objects gleaned from your childhood memories of holidays by the sea. There are submarines, water beetles, umbrellas, icicles, sea eagles, snow flakes, diving dumbells, jelly fish . . . all most disconcerting for a poor interceptor pilot, but these clever tricks don't do the aliens much good, your plasma bolts can destroy them all.

The key controls are slightly unusual. There are a variety of options for left (Shift, X, V, N, comma), and right (Z, C, B, M, full stop), and you use the second row of keys for up, third row for Fire, and the top row to freeze the game.

The action is fast and furious, and you need all your fingers to stay out of trouble. The music is loud and rather intrusive, and I would have liked the option to turn it off.

It's straightforward arcade action.

● **Graphics** 8
● **Sound** 7
● **Value** 8
● **Playability** 8

▶ CONTINUED FROM PAGE 29
● CONTINUES ON PAGE 32

THRUST

● **Machine:** C64
● **Supplier:** Firebird
● **Price:** £1.99

Want to get your hands on a real blockbuster that doesn't break the bank? Then rush out and grab *Thrust*. It could just be the best budget arcade style game yet released.

The basic idea is pretty simple. It's a sort of moon-lander type game — but with a bit of zapping thrown in.

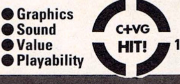
You have to pilot your spacecraft carefully in order to pick up fuel and the mysterious Pods which are the main object of your mission. Things start off pretty easily.

You manoeuvre your craft gently above a fuel dump and pick it up. Then you spot the circular Pod and, zapping a gun emplacement on the way, you grab it in your tractor beam and blast off through a warp and onto the next planet where more Pods are waiting.

This time the Pod is hidden deep in a cavern and you have to be really careful with the old thrust control to make it down to the Pod. And after that things get even more difficult . . .

Thrust is a simple but totally addictive game — and at just £1.99 you'd be stupid not to add it to your collection. It's tricky but lots of fun. Some neat music from Rob Hubbard, too . . .

● **Graphics** 7
● **Sound** 7
● **Value** 10
● **Playability** 9



SOUTHERN BELLE

● **Machine:** BBC
● **Supplier:** Hewson
● **Price:** £7.95

You're on the footplate of the King Arthur class 4-6-0, steaming through the Surrey countryside, fire roaring, soot in your hair . . .

Well, perhaps it's not quite that realistic, but very nearly.

This superb steam engine simulation will satisfy steam freaks everywhere, with its sharp and imaginative graphics, realistic sound, even down to the whistle, and exhaustive attention to detail.

Your task is to take the steam engine and passenger train from Victoria to Brighton, playing the roles of both driver and fireman. You have to learn the controls, cope with coal and water, keep an eye on the signals, and arrive at the stations on time. And it's far from easy.

The main menu gives you a number of options, including a demonstration run. You can choose the training run, or go for the stopping train with signalling, the heavy stopping train, the record-breaking run, the Southern Belle non-stop run, and so on.

For anyone who ever wanted to be a train driver when they grew up.

● **Graphics** 9
● **Sound** 9
● **Value** 8
● **Playability** 9



RED ARROWS

● **Machine:** BBC
● **Supplier:** Database Software
● **Price:** £7.95

Hot on the heels of the launch of Mirrorsoft's *Strike Force Harrier* came Database Software's *Red Arrows*, which offers aspiring pilots the chance to participate in a demanding Red Arrows air display.

According to the authors, the program was developed with the help and advice of the members of the RAF Red Arrows team.

Demonstration mode gives you some idea of what is going on, then there is a chance to practice the four main manoeuvres — the Big Nine Loop, Pyramid Roll, Eagle/Manhattan Loop, Viggen Flypast and Concorde Flypast.

The graphics are adequate and the game generally requires skill, time and, above all, patience. Perhaps too much patience. After a time I began to find the game limited in scope, lacking the excitement and adventure of *Strike Force Harrier* in which you fly harrowing wartime missions.

But it should keep the dedicated flight simulation enthusiast absorbed.

● **Graphics** 8
● **Sound** 6
● **Value** 8
● **Playability** 8

C+VG HIT!

STRIKE FORCE HARRIER

● **Machine:** Amstrad
● **Supplier:** Mirrorsoft
● **Price:** £9.95

The Harrier is a fearsome piece of airborne weaponry. Its versatility as a fighter/reconnaissance strike craft are widely known. In the right hands it is lethal.

In my well-trained, experienced hands it was deadly. Mainly to myself as I kept crashing seconds after take off.

Mirrorsoft's *Strike Force Harrier* is incredibly difficult. But then what's the point of having a simulation program of a complicated piece of machinery if it's going to be easy.

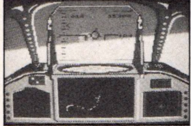
First the game's mission: Destroy the enemy's headquarters situated 500 miles north north east of your position.

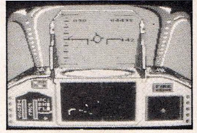
But first you must destroy all the enemy tanks threatening your ground sites, set up new sites and defend them from attack. There is also, of course, air battle to be fought.

There are practice, combat and demo modes to choose from. The demo is particularly useful. It shows what it is possible to achieve if you put in enough practice. That's useful because at times I felt I was making so little progress I felt like giving up.

There are three skill levels — pilot, commander and ace. My levels would be best described as utterly incompetent, useless and idiot.

To give a detailed description of the Harrier's instruments, how to fly it and other useful hints, takes a 28 page book. It's very detailed.





The graphics and sound are excellent. The ground detail is very good as are the three dimensional tanks. It's also nice to see the enemy aircraft explode in a ball of flame. Very satisfying for those with violent tendancies.

This is the best flight simulation I've seen for the Amstrad.

● **Graphics** 9
● **Sound** 9
● **Value** 8
● **Playability** 8

► CONTINUED FROM PAGE 30



DOOMSDAY BLUES

● **Machine:** Amstrad
● **Supplier:** PSS/ERE Informatique
● **Price:** £9.95

Like the cry of a million lost souls, the icy wind howled its ghostly lament across the deserted plains, echoing amongst the frozen walls of the once bustling town and finally dying against the granite walls of the prison.

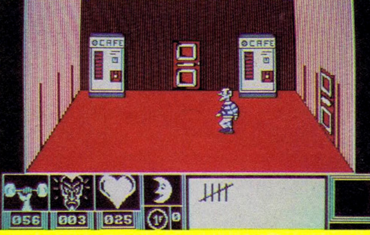
Inside, the only movement was mechanical. Machines ruled the Earth — and they had mercilessly exterminated all life. All life except the prisoner pounding on the door of Cell 412!

The occupant's misery was equalled by his confusion. Why had the robots spared him? What evil designs did they have for this sole survivor of the human race?

He kicked at the door, oblivious to the pain and suddenly the door swung slowly open. Freedom — or a trap? He peered outside.

The cell was halfway along a passageway. To the left was a dead end — no escape that way. To the right was another passage with three corridors crossing it.

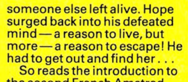
Cautiously he tiptoed out of the cell. He had taken no more than half a dozen steps when horror struck. The aluminium sphere that was one of his captors hovered silently into view. Rooted to the spot, the solitary survivor could only watch in terror as the robot's single eye turned slowly towards him. Momentarily the two gazed at each other and then the prisoner threw himself



full stretch to the floor as a laser bolt left a smoking hole in the wall only centimetres from his head. Before the robot could take aim again, he was on his feet and racing back to the open door of his cell — his only refuge.

Later he jerked upright his eyes wide with terror. He had been sleeping and in his nightmarish dreams he had heard a girl crying over and again for help. Looking round the cell, now lit by a harsh naked bulb, he realised he had been dreaming. But it had sounded so real. Wait! There it was again — it seemed a little louder this time. It was definitely a girl's voice . . .

He wasn't alone — there was someone else left alive. Hope surged back into his defeated mind — a reason to live, but more — a reason to escape! He had to get out and find her . . .



So reads the introduction to the second French Amstrad game from PSS.

It's a lot harder to play than *Get Dexter* — not so easy to get into. But once you've managed to work out what's going on you discover that there's a lot to *Doomsbay Blues* — more than meets the eye.

The aim of the game is to rescue the girl — plain and simple. But you have to survive to do that — and that's not so simple.

Before you begin the game you have to allocate 70 "points" between strength, courage and fitness — represented by icons at the bottom of the screen.

Your strength, courage and stamina ratings decrease as you play — but you can boost them from time to time if you find the right objects.

All doors have to be kicked open — which costs you energy. Some doors are tougher than others. You can zap some robots and freeze others depending on your courage and fitness ratings. Attacking robots costs you fitness and courage points.

The graphics create a real doom laden atmosphere and ARE really unlike anything seen before on the Amstrad — just like controlling a TV cartoon.

● **Graphics** 9
● **Value** 9
● **Sound** 9
● **Playability** 9



BOMB JACK

● **Machine:** Spectrum/Amstrad/CBM 64
● **Supplier:** Elite
Price: £7.95 (Spectrum) Amstrad (£9.95 tape £14.95 disk) CBM 64 (£9.95 tape £14.95 disk)

Elite maintains their crown as kings or the arcade conversions with *Bomb Jack* — a colourful and extremely entertaining cartoon style romp.

If you're a regular reader of *C+VG's Arcade Action* pages you'll know all about Jack — a cute little caped crusader. He's been coining it in the arcades for a couple of years now.

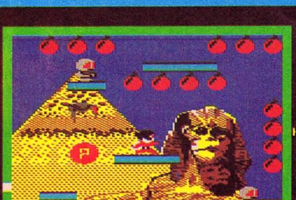
The basic idea of the game is to help *Bomb Jack* collect a whole bunch of bombs — at the same time avoiding assorted nasties like knights in armour and robot-birds.

Jack can jump, run and fly around each screen collecting the bombs. If he follows the correct sequence — which has to be learnt — bonus points can be earned. He can freeze the nasties and collect them for extra points too if you help BJ pick up the Powerball which appears from time to time. Other "balls" appear with different bonus point values if collected by BJ.

The most impressive thing about the game — apart from the addictive game play of course — are the splendid graphic backgrounds to the four screens. There's an Eygyptian pyramid and sphinx screen, a greek temple, skyscrapers and a terrific Bavarian castle.

Once you've completed the four screens the sequence is





repeated at tougher levels — different platform/bomb patterns. Bomb Jack is an extremely playable fun game — an excellent conversion of the arcade original, well presented and with some nice sound effects. A must for every arcade action fan.

● **Graphics** 9
● **Sound** 7
● **Value** 9
● **Playability** 9

C+VG HIT!

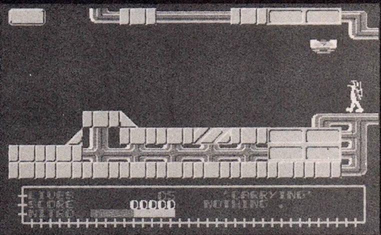

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OBSIDIAN

● **Machine:** Amstrad
● **Supplier:** Artic
● **Price:** £7.95



In *Obsidian*, the latest arcade adventure from Artic, you are minding your own business, eating your Shredded Wheat when the captain of the spaceship sends for you.

He tells you that the space station has been hit by a freak radiation storm which has de-activated all of its power systems. The space station has been built inside a large asteroid and was on course for a black hole, the gateway to another universe, when the storm hit.

You are ordered to teleport to the station, re-activate the power systems, initialise the engines and re-set the flight plan. When the engines are activated a gravity field will then protect the station from the forces of the black hole.

On completion of the mission you only have a little time to teleport to your ship before Obsidian's engines carry you unshielded into the void.

Once onboard you have to collect objects from the gravity containers hanging from the ceiling. These objects open various doors, initialise power plants and turn off some of the protection devices. Guess what you don't know? Which object does what, and you can carry one object at a time . . .

Whilst exploring Obsidian's 50 or so rooms you have to negotiate a variety of security systems, these include different types of robot and lasers, which will soon use up your five lives.

The basic idea behind the game is not original. *Obsidian* is enjoyable. Artic have made full use of the Amstrad's colour graphics facilities and the smooth movement of objects and characters makes this game a pleasure to watch and play.

There are no catchy tunes to listen to, but sound effects fit nicely and add to the feel of the game without being overdone. As with most games of this type it can take a considerable amount of time and effort to sort out which objects do what. But that's part of the fun, isn't it?

● Graphics	7
● Sound	7
● Value	7
● Playability	7

MR MEPHISTO

● **Machine:** CBM 64
● **Supplier:** Bug-Byte
● **Price:** £2.95

The devilishly difficult demands made by *Mr Mephisto* will have you dead beat. But eager for more of his demented designs.

Mr M first saw the light of day some 18 months ago as a full price game. Now Bug-Byte has issued it at a knockdown price.

Armed with three lives you set out to climb the stairway to heaven — but don't be surprised to find yourself falling into hell.

You progress through the screens on a moving stairway, dodging demons who will kill you and collecting various objects in the right sequence before moving on to the next screen.

There's even a sneaky part where the stairways are invisible. And falling off the edge of the stair of platform takes you right back to the beginning of the game. That's very annoying when you've sweated and battled through several screens.

It will be interesting to see whether this difficult and challenging game makes it second time round.

● Graphics	8
● Sound	7
● Value	9
● Playability	8

KANE

● **Machine:** CBM 64
● **Supplier:** Mastertronic
● **Price:** £1.99

There are times when a man has to do what a man has to do. Cheroot clenched tightly between teeth, pen and notebook at the ready, I moseyed on down to the computer room.

Someone or something called *Kane* was in town. Guess I'd better check it out. But if things turned nasty would I be able to take on Kane?

Kane, in fact, is not a person but a wild west town, a new Mastertronic game to jump on the bandwagon — or should it be wagon train — of cowboy games.

The N.A.S.T Railway Co, plans to lay tracks for the Iron Horse through a sacred indian burial ground.

Marshall McGraw is the man who can stop war by negotiating a peace treaty with the Indians. But the railroad company has hired a gang of thugs to stop him. They wait in the town of Kane to ambush him.

The first part of the game sees McGraw having to prove himself worthy of the high honour of working for the peace settlement. Using a bow and arrow he must shoot down migrating ducks, the traditional food of the indians. For every few ducks he hit, he collects a piece token.

This sequence is quite challenging. A moveable site helps you target the duck but I found it easier to ignore these and plump for a bit of luck and a good eye. The ducks, by the way, give a ridiculous scream when hit.

Next it's onto your horse and off to Kane to take on the bandits. The gang hides in various positions. Speed and a good aim are needed to beat them.

Kane is excellent value at £1.99 and good fun.

● Graphics	7
● Sound	7
● Value	10
● Playability	9

RASPUTIN

● **Machine:** CBM 64
● **Supplier:** Firebird
● **Price:** £6.95

Grigori Rasputin was a peasant mystic who came to have an almost hypnotic influence over the Tsar and Tsarina of Russia in the days before the Revolution.

So hated was the "mad monk" that a plot was hatched to murder him. He was fed poisoned cakes and wine, shot twice but eventually died from drowning when his body was thrown into an icy river.

Despite the title of this latest offering from Firebird's Hot Range, the Rasputin of history has absolutely nothing to do with this game.

Firebird has just borrowed his name and stuck it on a graphically excellent 3D adventure.

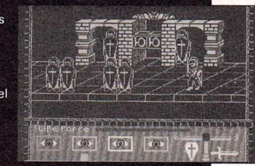
The spirit of Rusputin has risen and cast eight evil spells. His power comes from the Jewel of the Seven Planets.

Armed with a magical sword and shield you must enter this dark and mysterious world and destroy this jewel. Part of the battle against this evil spirit involves finding stones which bear Rasputin's mark, step on them and absorb their power.

Moving round these complex screens, avoiding guards and fighting the other creatures that inhabit this world is not easy. In fact, it could be said that it's over difficult and a little frustrating to get into the game.

But *Rasputin* is a visual delight. Its style shrieks of the very best of Ultimate.

● Graphics	10
● Sound	8
● Value	9
● Playability	7



● CONTINUED

CONTINUES ON PAGE 38 ▶

PING PONG

● **Machine:** Amstrad
● **Supplier:** Imagine
● **Price:** £8.95

When the editor challenges you to a game of *Ping Pong* there's only one thing you can do — lose gracefully.

Of course he gets to use the joystick and I have to make do with the keyboard. I didn't stand a chance. But after a few games the Ed loses interest and bounds off to challenge someone else to Inter-Galactic Ludo.

Now for some real fun. *Ping-Pong* is a nifty little conversion of the Konami original. It's simple in concept but great fun to play.

You get a three dimensional view of the ping pong table with the two players shown as two dismembered hands floating in the air. The hands look odd but you soon get used to that.

Playing against the computer is difficult — there are five skill levels to choose from — but it's easier than playing against another player. How two people are expected to compete on equal terms when you have to use a joystick and keyboard is beyond me.

Apart from that *Ping Pong* is an excellent simulation of table tennis. Instead of scoring 21 points to win as in the real game, it's the first one to reach 11 by two clear points who takes the honours. In a two player match it's the first to win the best out of three games.

In case you managed to return a ball, here are a few hints and tips on the various shots you can make.

Smash: This is a superfast shot used to return "floaters". Floaters will make a distinctive sound.

Drive: A fast shot normally used to return the ball.

Cut: A slow shot which can be used to interfere with your opponent's timing.

Forehand or Backhand: Switching back and forth from backhand to forehand is effective when your opponent tries to catch you on your undefended side or when you want to force your opponent to move right or left.

The only annoying thing about this game is the noise the crowd makes after a point is won. It begins to grate after a while.

● **Graphics** 8
● **Sound** 8
● **Value** 8
● **Playability** 9

C+VG HIT!

STARSHIPANDROMEDA

● **Machine:** CBM 64/128
● **Supplier:** Ariolasoft
● **Price:** £12.95

I was expecting so much from this game. I had seen a video which takes you right through the game from beginning to end. It looked very impressive.

When I actually came to play the game I couldn't seem to get anywhere at all. It's a shame because the game looked quite interesting later on.

The scenario is as follows: A Tyrant named Alana dominates the galaxy. Her power comes from a crystal which is a key to the Mindlord computer which runs everything.

She wears this gem around her neck on a Pentite necklace which can only be cut by a Proton lance, powered by Zyron and Trysst.

To must tour the galaxy, find the lance and the two elements to power it and then go hunting for Alana, taking over her starbases, eventually capturing the gem and re-programming the Mindlord computer.

But how?

I travelled through what is termed regular space, dodging meteorites, searching for anything, then entered Metaspace on what to be an equally fruitless task. I eventually gave up, abandoning the computer to anybody who wanted to play the game.

● **Graphics** 6
● **Sound** 7
● **Value** 5
● **Playability** 6

3d SLIME

● **Machine:** QL
● **Supplier:** Datalink Systems
● **Price:** £12.95

From Vega 3 via deepest, darkest Wales comes a particularly nasty corrosive green slime ready to splat your QL.

Your control a spectral looking character strangely reminiscent of the ghostly creatures in *Pacman* around more than 60 screens, charging after pyramids while being chased by the slime. Steps, stairs and twisting paths must all be negotiated.

If you've been trying to think up things to do with your dusty QL of late, then this is quite a nice way to pass a few hours.

● **Graphics** 8
● **Sound** 6
● **Value** 7
● **Playability** 7

SKYFOX

● **Machine:** Spectrum
● **Supplier:** Ariolasoft
● **Price:** £7.95

Skyfox was a big hit on the C64 — now it's available for the Spectrum. And a very workmanlike conversion the Spectrum version is too. The mainly monochrome graphics are effective. But the game, which is basically a fast moving shoot 'em up, lacks decent sound to complete the package.

The basic theme of the game is this. You are the pilot of a super-fighter *Skyfox*. Your job is to defend your bases from enemy attack.

Skyfox is a well presented game — but eventually becomes a bit boring after the umpteenth wave of tanks.

● **Graphics** 7
● **Sound** 5
● **Value** 7
● **Playability** 7

• CONTINUED FROM PAGE 37 • ENDS ◀


LOOKING FOR KICKS IN '86?
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Britain's top soccer magazine brings you all the excitement of soccer every week.
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Check us out – you'll find we're on the ball!

THE SOFTWARE CHART



Hot off the presses is the latest *C + VG Gallop Software Top 30*. It's the most accurate and up to date chart currently published in Britain. Just one look through the latest *C + VG* charts will tell you which top name games are selling the quickest — making it easier for you to choose the shoot-em-up, karate game or boxing program you want. It's a knock-out.



TOP 30/ALL FORMATS MAY

1	NE	**Hardball**	CO	US Gold	1
2	1	**Yie Ar Kung Fu**	SP, CO, AM, BB, MS, EL	Imagine	14
3	2	**Formula One Simulator**	SP, CO, AM, MS, C1	Mastertronic	26
4	12	**Rambo**	SP, CO, AM	Ocean	14
5	NE	**FA Cup Football**	SP, CO, AM	Virgin	1
6	3	**One Man and his Droid**	SP, CO, AM, C1, AT	Mastertronic	8
7	RE	**Sky Fox**	SP, CO, AM	Ariolasoft	11
8	5	**Movie**	SP	Imagine	4
9	6	**Hypersports**	SP, CO, AM, BB, MS	Imagine	22
10	10	**Winter Games**	SP, CO, AM	Epyx/US Gold	17
11	9	**Action Biker**	SP, CO, C1, AT	Mastertronic	28
12	7	**Finders Keepers**	SP, CO, AM, MS, C1	Mastertronic	28
13	22	**Mr Puniverse**	C1	Mastertronic	2
14	11	**Commando**	SP, CO	Elite	14
15	23	**They Sold a Million**	SP, CO, AM	Hit Squad	16
16	26	**Way of the Exploding Fist**	SP, CO, AM, BB, EL	Melbourne House	28
17	14	**Elite**	SP, CO, AM, BB, EL	Acornsoft	28
18	NE	**Elektra Glide**	CO, AT	Activision	1
19	8	**BMX Racers**	SP, CO, C1	Mastertronic	28
20	RE	**Zoids**	SP, CO	Martech	3
21	4	**Kung Fu Master**	CO	US Gold	5
22	17	**Barry McGuigan World Champions**	SP, CO, AM, AT	Activision	16
23	15	**Eidolon**	CO	Activision	4
24	25	**Caves of Doom**	SP, CO, AM	Mastertronic	12
25	20	**Spellbound**	SP, AM	Mastertronic	11
26	19	**Computer Hits (10)**	SP, CO, AM, BB, EL	Beau Jolly	17
27	37	**Steve Davis Snooker**	SP, CO, AM, BB, EL, C1, AT, QL	CDS	—
28	13	**Lord of the Rings**	SP, CO, AM, BB	Melbourne House	8
29	24	**Mercenary**	CO, AT	Novagen	11
30	RE	**ACE**	CO, C1	Cascade	2

AMSTRAD/TOP 10

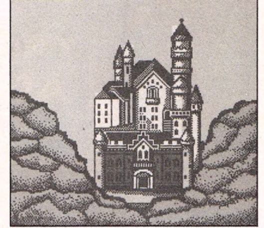
1	**Rambo**/Ocean
2	**Sky Fox**Ariolasoft
3	**Caves of Doom**/Mastertronic
4	**Formula One Simulator**/Mastertronic
5	**Yie Ar Kung Fu**/Imagine
6	**Mini Office 2**/Database
7	**Hypersports**/Imagine
8	**Finders Keepers**/Mastertronic
9	**They Sold a Million**/Hit Squad
10	**One Man and his Droid**/Mastertronic

CBM 64/TOP 8

1	**Yie Ar Kung Fu**/Imagine
2	**Southern Belle**/Hewson Consultants
3	**Exploding Fist**/Melbourne House
4	**Lord of the Rings**/Melbourne House
5	**Citadel**/Superior
6	**Strike Force Harrier**/Mirrorsoft
7	**Nightshade**/Ultimate
8	**Mini Office 2**/Database

MACHINE KEY

SP = SPECTRUM	BB = BBC
CO = COMMODORE 64	AT = ATARI
AM = AMSTRAD	EL = ELECTRON
C1 = C16	ENT = ENTERPRISE



SPECTRUM/TOP 10

1	**Movie**/Imagine
2	**Sky Fox**/Ariolasoft
3	**Winter Games**/Epyx/US Gold
4	**FA Cup Football**/Virgin
5	**Hypersports**/Imagine
6	**Yie Ar Kung Fu**/Imagine
7	**Devils Crown**/Mastertronic
8	**Spellbound**/Mastertronic
9	**Commando**/Elite
10	**Rambo**/Ocean

BBC/TOP 10

1	**Hardball**/US Gold
2	**Yie Ar Kung Fu**/US Gold
3	**Kung Fu Master**/US Gold
4	**Elektra Glide**/English
5	**Eidolon**/Activision
6	**FA Cup Football**/Virgin
7	**Desert Fox**/US Gold
8	**Rock 'n' Wrestle**/Melbourne House
9	**Mercenary**/Novagen
10	**Zoids**/Martech

COMPILED BY GALLOP


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COMPETITION

RESULTS



Back in October we ran a competition which provoked an amazing response — so amazing that it's taken us this long to get around to judging all the thousands of entries YOU sent in!

The competition was based around Virgin's yet to be seen *Dan Dare* game. We asked you to create your very own sci-fi comic strip. The winners will get copies of Dennis Gifford's informative book on the history of comics plus other goodies.

Here we proudly present just a small selection of the winners/runners-up.

IN A GALAXY FAR FAR AWAY JOOSHA JETPACK FINDS HERSELF STRANDED...
WELL THE SHIP MAY BE WRECKED BUT THE COMPUTER'S STILL WORKING!
NOW... HOW DO I GET INTO THE BLACK MONOLITH ROOM?
JOOSHA JETPACK IN... BITS AND PIECES!
GREAT HELP AT LAST. I WONDER IF THEY'VE PLAYED JETSET WILLY?
JOOSHA IS BEAMED ABOARD
HELLO FRIENDLY ALIENS... THIS IS ONE SMALL... YEOWW!
...BUT IF YOU WANT TO FIGHT ABOUT IT!
THE ALIENS CLOSE IN...

J. LAWERENCE

DAN KICKED HIS TREEN CAPTORS...
KRAK!
UURGH!
AND DIGBY DID LIKEWISE...
BONK!
WITH THE TWO TREENS OUT OF THE WAY DAN INSTINCTIVELY GRABBED ONE OF THE TREENS GUNS AND DESTROYED THE CONTROL CONSOLE...
KAPOW!
THEN DAN FIRED AT THE EVIL MEKON...
THE RAY, ITS JUST PASSING STRAIGHT THROUGH!
YES DARE, I TOOK NO CHANCES YOU ARE TALKING TO A HOLOGRAPHIC IMAGE. FAREWELL COLONEL! HA HA HA HA HA!
LATER, DAN AND DIGBY ARE ON
YES, SIR, THE MEKON NEVER REALY PLANTED A BOMB. HE WAS TO EAGER TO START HIS FIENDISH SCH
AS I ALWAYS SAY ALLS WELL THA... WELL!
WITH THE END OF THE MEKONS MESSAGE THE TWO TREENS UNCONCIOUS BODIES DISINTIGRATED AND THE IMAGE OF THE MEKON

C. HYLTON

STAN FANFARE
ALL ROUND GOOD GUY AND SQUARE-JAWED FRIEND TO ORPHANS AND FURRY ANIMALS (WORKING TITLE)

M. PICKLES

VERY CHEAP
LEGAL (JUST)
33 JANUARY 1986 (PART II) Vol. 283 no. 1 ISSUE 2 FREE INSIDE
DEEP IN SPACE SOMETHING IS HAPPENING
MEANWHILE SIR EGGE AND CRESSE de FAUNTLEROY-ROTHSCHILD GASSES LEVELY AT DIGGY WHO IS BUILDING RUDE WORDS.
APOLOGY
WE WOULD LIKE TO APOLOGISE FOR THE PREVIOUS PANEL. AS IS NOW WELL KNOWN COMIC STRIP WRITERS ARE AMONG THE MOST BRILLIANT AND INTELLIGENT OF CHAPS. UNFORTUNATELY, ARTISTS ARE THE EXACT OPPOSITE. IN THE PREVIOUS PANEL THE ARTIST SHOULD HAVE DRAWN A HUGE SPACESHIP. (TAKE OUR WORD FOR IT, THIS SPACESHIP IS, WELL ...... BIG. I MEAN THINK OF A HUGE SPACESHIP AND THEN DOUBLE IT... I MEAN...
SORRY ABOUT THAT SIR — THE BRAKES ARE RATHER HARD TO COME BY!
STAN, YUO MUTS HEPL SU! THRE'S A MNAIAC UP THRE IN ORBTI, TEH SCRUPT!
RIGHT HO SIR!
Stan, you must help us! There's a dyslexic maniac up there in orbit, changing the script!

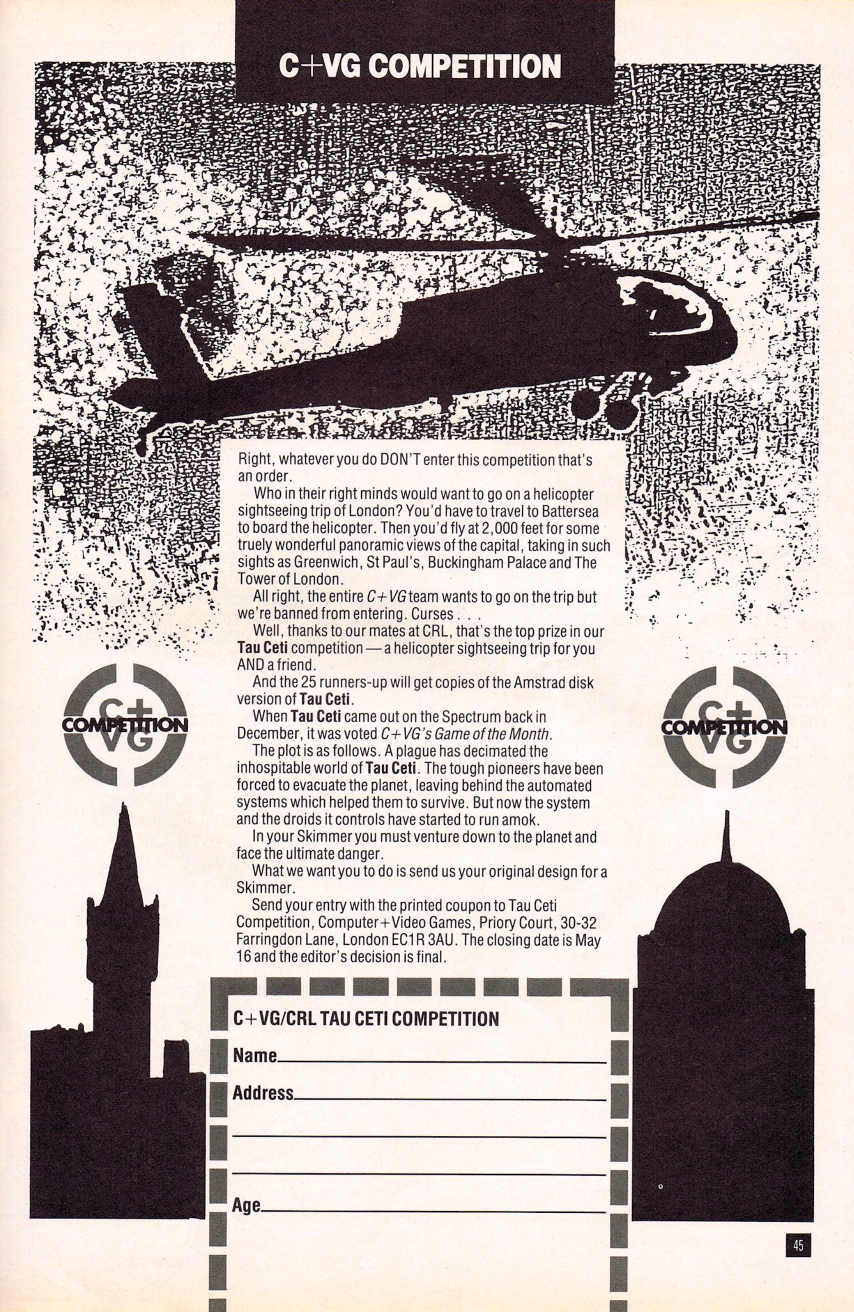
S. CROSS
AWAY FROM THE DEVASTATION OF POLLUTION. NEW COMPLEX LIFE FORMS ARE NOW DEVELOPING IN THE MEMORY OF THE CISP.
THE WISE ONES HAVE CONCLUDED THAT THEY MUST DEVELOPE AN ELECTRONIC PATCH TO SPEED THE EVOLUTION OF THE BITS.
GIVING THEM GREATER SKILL TO FIGHT THE

S. CROSS


RESULTS
DANNY DARE
PILOT OF THE FUTURE
ONCE UPON A TIME, SOMEWHERE IN SPACE......
HOLD ON, WE ARE LANDING!
R. VANDER WOUDE
A SAFE LANDING..?
I WONDER IF THERE ARE ANY LIVING CREATURES ON THIS PLANET.
DARE
The ADVENTURES OF TIMMY MOUSE.
BY NEIL LIPPITT AGE 12.
TIMMY GOES ON MORE ADVENTURES ON THE PATH OF ADVENTURES. HE MEETS A FROG ON THE PATH.
TIMMY WAS VERY FRIGH END WHEN HE FOUND HIM SELF HAZARDOUS FROM LILLY TO LILLY. HE SHOUTED STOP STOP MR. FROG.
UNKNOWN TO DAN ANISEED BALLS ARE EXPLOSIVE!
ITS HEADING FOR THE HALL OF FAME.
G. HUGHES
AIEEEEEE!
I WONDER IF SHE WILL LET ME TRY ON THE EAR DANGLERS?
MY HERO YOU SAVED ME AND IDEA CONTROL
ELSEWHERE OTHER EYES WERE TRYING TO WATCH THE SCENE
DAMN IT! THIS IS THE THIRD FLAT SCREEN TO BREAK DOWN!
NEXT ISH' :- MELISSA MEETS THE ASTRO-BARBER!
2
"YOU SEE THE MORE I KILL, THE MORE RECRUITS I GAIN... AS YOU WILL SOON KNOW."
THE FEAR TURNS TO ANGER SLOWLY SWELLING UP INSIDE HIM...
HA HA HA HA HA HA!
GROWING TO BURSTING POINT...
LAUGH THIS OFF, STALE-BRAIN!
AND THEN HE GETS MAD.
GET AWAY FROM ME!!
THE SPACE HIS ACTIONS GIVE HIM IS ENOUGH...
IN THE INSTANT BEFORE THE BULLETS HIT HIM, FRIEF REALISES HE'S ABOUT TO JOIN HIS DEAD COMRADES. BUT BY THEN IT'S TOO LATE.
C. SCALLY


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C+VG COMPETITION



Right, whatever you do DON'T enter this competition that's an order.

Who in their right minds would want to go on a helicopter sightseeing trip of London? You'd have to travel to Battersea to board the helicopter. Then you'd fly at 2,000 feet for some truely wonderful panoramic views of the capital, taking in such sights as Greenwich, St Paul's, Buckingham Palace and The Tower of London.

All right, the entire *C+VG* team wants to go on the trip but we're banned from entering. Curses . . .

Well, thanks to our mates at CRL, that's the top prize in our **Tau Ceti** competition — a helicopter sightseeing trip for you AND a friend.

And the 25 runners-up will get copies of the Amstrad disk version of **Tau Ceti**.

When **Tau Ceti** came out on the Spectrum back in December, it was voted *C+VG's Game of the Month*.

The plot is as follows. A plague has decimated the inhospitable world of **Tau Ceti**. The tough pioneers have been forced to evacuate the planet, leaving behind the automated systems which helped them to survive. But now the system and the droids it controls have started to run amok.

In your Skimmer you must venture down to the planet and face the ultimate danger.

What we want you to do is send us your original design for a Skimmer.

Send your entry with the printed coupon to Tau Ceti Competition, Computer+Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is May 16 and the editor's decision is final.

C+VG/CRL TAU CETI COMPETITION

Name____________________

Address____________________

____

____

Age____________________

COMPETITION RESULTS

At long last the competition results.

Superbowl Winners

Chris Tapner, W Sussex, J Willeboordse, Cheshire, Mark O'Callaghan, Neath, Adam Back, Kent, Allan Mayers, Gwent, Keith Coleman, Kent, Darren Richards, Bilston, Clifford Bone, Enfield, Kenny Ng, Ayrshire, Robert Pole, Leicester, Tracy Oliver, Hants, Colin McCulloch, Warwickshire, Terry Buckley, Essex, Modi F El-nadi, Egypt, M Cotterall, W Midlands, Simon Osmond, Lincoln, Shaun Adsett, Sussex, John Edgington, Essex, Daniel Mills, Berkshire, Michael Follen, Norfolk, Kevin Scott, Cumbria, Jason Parke, London, Stephen Bennett, Holywell, Gary Dalby, Essex, John R Tarran, Leigh on Sea, Kevin R Smith, Newcastle upon Tyne, Edward Carr, Plymouth, Alan M Farrar, Northants, Stuart Wilts, Swindon, Simon Thompson, Leicestershire.

Overseas Competition

After all the moans and groans from our readers in Australia, New Zealand etc, we ran a special competition for our overseas readers. And guess what happened? Only one reader from New Zealand entered — the rest were from Europe!!

Jacques Brasme, France, Reinier Smit, Holland, Rainer Umbach, W Germany, Marco Wiering, Holland, Marcel Dubbeld, The Netherlands, Ian Finch, New Zealand, Gunther Micallif, Malta, Vegard Guldlberg, Norway, Ramzi Hanna, Switzerland, Jose Sanfeliu Gimeno, Spain, Jan Tore Nordeng, Norway, Kevin Spitani, Malta, Nick Pharmakis, Greece.

Gyroscope

Christoph Bungert, W Germany, Peter Brannelly, Shropshire, Alistair McLeod, Fife, Neil Howard, Devon, Stephen Norman, Cleveland, Modi F El-nadi, Egypt, J Shah-Taylor, Harrogate, Robin Law, Coventry, Sam Mahlane, London, K Pridmore, E Yorkshire, Ewan Clark, Ayrshire, Darren Glover, Edinburgh, John Hall, Leeds, Andrew Leary, W London, Ben Warren, Bucks, David Devenport, Derbyshire, Mr J Temple-Cox, Essex, Philip Annells, Cardiff, Alan Negus, Shrewsbury, Stephen Dowle, Avon, Toby Poulgom, Merseyside, Jan-Erik Hopland, Norway, Colin Baker, Hants, Simon Collington, Leicestershire, Niclas Etelavuori, Finland, Steve Cooper, Somerset, James Devles, London, Peter Kjoge, Denmark, Matthew Lund, Nth Humberside, James Hinchcliffe, Hull, G Williams, Swansea, John Bartlextt, Bristol, J Slade, Worcs, Antony Critchley, Berks, Luke Watson, Hornsea, Stephen Wheatley, Worcester, Haran Siua, Surrey, Michael Ray, London, Neil Watts, Hants, Richard Thompson, Dyfed, T Lewis, Bedford, Khalid Jamil, London, Neil Gregory, Birmingham, John Petevis, Cyprus, Morgan Page, Cheshire, Dave Lowe, Leicester, Hamid Khan, Bristol, Andrew Elson, Penarth, Matthew Robinson, Surrey, Bruce Thompson, Ilford.

Blade runner

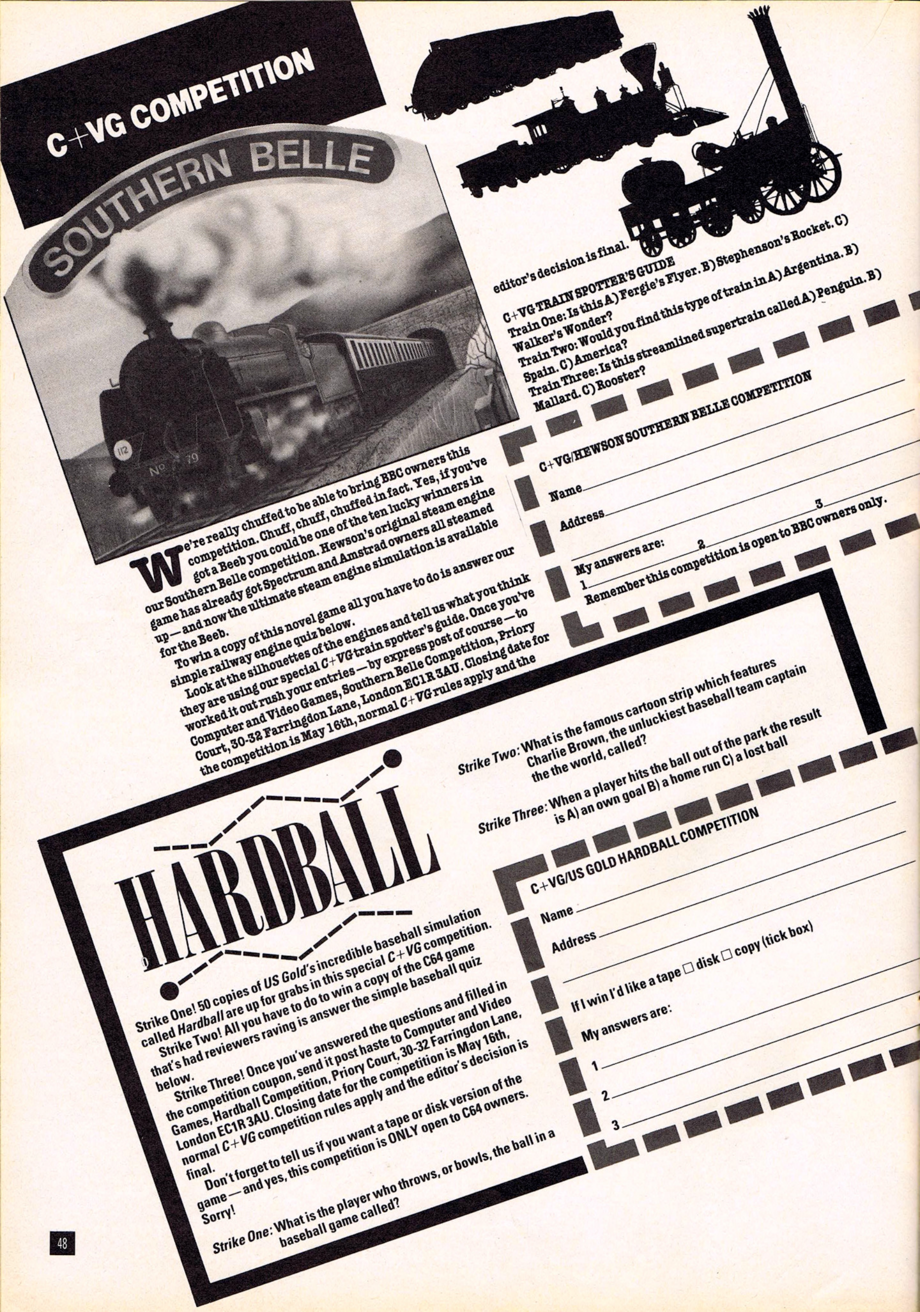
Andrew Hourilan, Manchester, Anthony Swinburne, Penarth, Guy Huxtable, Herts, James Gillis, Tyne & Wear, Llion Ogden, Gwynedd, B Hamilton, Somerset, Steven Clarkson, Staffs, Darren Wilkes, Birmingham, P Williams, Clwyd, Christos Zambas, Essex, Stephen Jones, East Sussex, Mark Davies, Merthyrtydfil, Mark Drury, Manchester, Gary Lill, Derby, Christy Corbett, Warks, Shaheryar Ahmed, Abu-Dhabi, Talih Yousry, Kuwait, Stephen Lindsey, East Lothian, Kari Vuorinne, Finland, Mrs G T Adcock, Devon, Mikko Aromaa, Helsinki, James Keyte, Bognor Regis, B Hunter, London, N Raisborough, Northants, J D McNicoll, Ayrshire, Gary Hatton, Bath, Andrew Marriage, Essex, Andrew Leary, London, Ian Dicksee, Swindon, Patrick Bishop, Bristol, Barry Skelton, Northumberland, Alistair McLeod, Fife, Andrew Stephens, Perthshire, Paul Green, York, Kevin Lloyd, Gwynedd, Scott Davies, Worcs, Simon Turner, Gwent, David Polston, Kent, Pertti Lampila, Finland, Ian Slee, Oxon, Louise Fursman, Bath.

Deathwake

Hannu Ruohonen, Finland, Nigel Parsons, Cardiff, Jason Duffy, Walsall, Nalin Solanki, Essex, Harald Thomas, West Germany, Egil Sedolfsen, Norway, Jason Miles, Bristol, Christopher Smiles, Sunderland, Miss Valerie Bishai, Suffolk, Ravi Sharma, London, Lee Hodgson, Glos, R McClenaghan, Liverpool, Paul Breen, Co Wexford, A J Bruce, Northolt, Gary Shaw, South Yorkshire, Kevin O'Keefe, Co Kerry, Kevin Garrett, Swindon, Jorge Filipe Silva, Portugal, Mohmed Zaman Ghani, Lancashire, Jorgen Jacobsen, Denmark, Philip Sayegh, Dubai, Richard Cockburn, Aberdeen, Brian Cashmore, Nottingham, Paul Smith, West Midlands.

Have I won? Who's the winner? Try next time

Have I won? Who's the winner? Try next time



C+VG COMPETITION

SOUTHERN BELLE

We're really chuffed to be able to bring BBC owners this competition. Chuff, chuff, chuffed in fact. Yes, if you've got a Beeb you could be one of the ten lucky winners in our Southern Belle competition. Hewson's original steam engine game has already got Spectrum and Amstrad owners all steamed up — and now the ultimate steam engine simulation is available for the Beeb.

To win a copy of this novel game all you have to do is answer our simple railway engine quiz below.

Look at the silhouettes of the engines and tell us what you think they are using our special *C+VG* train spotter's guide. Once you've worked it out rush your entries — by express post of course — to Computer and Video Games, Southern Belle Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date for the competition is May 16th, normal *C+VG* rules apply and the editor's decision is final.

C+VG TRAIN SPOTTER'S GUIDE

Train One: Is this A) Fergie's Flyer. B) Stephenson's Rocket. C) Walker's Wonder?

Train Two: Would you find this type of train in A) Argentina. B) Spain. C) America?

Train Three: Is this streamlined supertrain called A) Penguin. B) Mallard. C) Rooster?

C+VG/HEWSON SOUTHERN BELLE COMPETITION

Name ______

Address ______

My answers are: 1 ____ 2 ____ 3 ____

Remember this competition is open to BBC owners only.

HARDBALL

Strike One! 50 copies of *US Gold's* incredible baseball simulation called *Hardball* are up for grabs in this special *C+VG* competition.

Strike Two! All you have to do to win a copy of the C64 game that's had reviewers raving is answer the simple baseball quiz below.

Strike Three! Once you've answered the questions and filled in the competition coupon, send it post haste to Computer and Video Games, Hardball Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date for the competition is May 16th, normal *C+VG* competition rules apply and the editor's decision is final.

Don't forget to tell us if you want a tape or disk version of the game — and yes, this competition is ONLY open to C64 owners. Sorry!

Strike One: What is the player who throws, or bowls, the ball in a baseball game called?

Strike Two: What is the famous cartoon strip which features Charlie Brown, the unluckiest baseball team captain the the world, called?

Strike Three: When a player hits the ball out of the park the result is A) an own goal B) a home run C) a lost ball

C+VG/US GOLD HARDBALL COMPETITION

Name ______

Address ______

If I win I'd like a tape ☐ disk ☐ copy (tick box)

My answers are:

1 ______

2 ______

3 ______



C+VG MAP

DRAGON SKULLE THE MAP

Welcome to Arthur Pendragon's final and toughest challenge. Ace map maker and tipster *Mark Clements* from Kettering, Northants, joined Sir Arthur on the mysterious island of Dragonskulle to bring you this masterful map and topical tips. Read on and learn how to beat Ultimate's challenge . . .

First, get off the beach by standing on the star-fish on the left hand side (see map). Next, find the **Spade** room using the map. When there, use the orb and shoot it before the ants cover it.

Now go back to the beach and dig up the magical cloak which is located at point 'X' between the star-fish and the rock. If nothing happens, move around a bit and have another dig. Use the cloak to pass through the "forcefield" rooms and then replenish it by letting the glowing acid drops hit you it rooms marked 'E'.

Pick up all extra lives you come across, you will need them. In the dragon rooms, shoot the dragon ten times to destroy it and pass. After the dragon, you will be confronted with an abyss. Lots of practice is needed here!

To pass by the skull, you must shoot ten guardians (the nasties who appear on the opposite side). Each time you come to a new abyss, you will have to shoot five more guardians than the last, so you will end up having to shoot the last one twenty times.

If you get past the last abyss, you should be alright to go the completion point.

In energy rooms, stand farther down screen so that if you are close toi a falling droplet you can either get out of the way more quickly if it is black or red; or get to it quicker if it is glowing.

In dragon rooms, stand either on the first path up or the second up. In the corridors with the spinning skulls and staligmites, when you hear the whine of a stalacite falling, stop immediately and let it fall in front of you.

TOP SECRET

TOP SECRET

C+VG

ELITE PLAYER'S GUIDE

ELITE

Commander Jeffery here, with news for all Cobra Mk. III pilots. The following is classified information, for addicts only ....

TOP SECRET

TOP SECRET

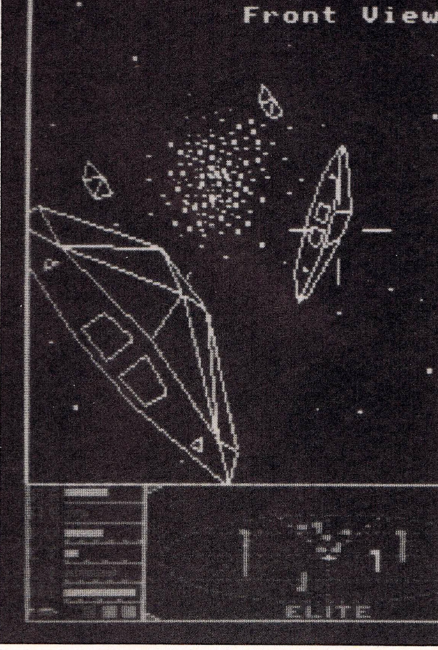
It's about eighteen months now, since *Elite* mania swept through the homes of BBC micro owners. This colossal game is still doing well in the charts, constantly hitting the top as it becomes available on more micros.

Elite owes something of its origin to the role-playing game called *Traveller*. As owner of your own ship, you must travel the spaceways, trading wisely in order to build funds, and thus buy better equipment for your pride and joy.

Beset by pirates, fearless aliens — and police if you've been trading illegally — you must battle your way through the spaceways, from one star-port to another, gaining in stature, until the final few find their place amongst the ELITE.

The game is a mixture of simulation — you fly through three-dimensional space and dock with orbitting space stations — arcade action and intellectual trading as you strive for higher profits.

This is all brought together in a fascinating adventure scenario, made life-like by the highly detailed *Space Traders Flight Training Manual*, the novelette *Dark Star*, based around the game, and your own imagination...



You begin the game docked at the space station near the planet **Lave**, with a ship, three homing missiles, seven light years of fuel, and 100 credits to your name.

Buying a full hold of food and textiles, the first port of call is **Zaonce**, an average industrial Corporate State, only 5.6 light years distant.

Here you must buy technological goods, such as computers, before leaving for the poor agricultural **Confederacy of Isinor**, a further 5.6 light years into the galactic cluster. Having sold your goods here you should have over 200 credits to buy furs, and transport them the short 2.8 light year hop to the rich industrial planet, **Quitiri** (buying computers) going for as long as possible, and you'll soon find your credit total rising.

Before buying energy bombs and poweful lasers, extra cargo space and fuel scoops should be considered. There'll be plenty of time for the big shoot 'em ups when you have a fully equipped ship. Until then, the extra cargo space and free space cargo (picked up by the fuel scoops) will increase your credit total quicker.

DOCKING

One of the major problems most novice pilots have is docking. This is a tricky procedure, but there is a safe method.

When approaching most planets, there will be quite a distance between the planet surface and the space station, as seen through your front view screen. Line up your sights exactly midway between the two, keeping the nearest point of the planet and the space station horizontal. Going at maximum speed, wait until the station shows on your radar at the base of the screen.

At this point, you should choose the left or right view, so that you'll be able to see the station as it passes, and stop your ship, when you can see the entrance bay.

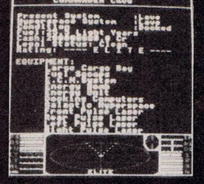
Due to the method used, the entrance bay should be visible (as the side which the station rotates around), because this is always on the planet side of the **Coriolis** space station.

Having stopped, choose the forward view, and rotate your craft until the station is directly above you.

You'll be able to tell this, because the "golf club" on your radar should extend upwards from the centre. Now, pull upwards until the space station is within view and make final adjustments to place it in the middle of your sights.

Moving in, you should have no trouble matching your spin to that of the rotating hatchway. If in doubt, entering slowly will

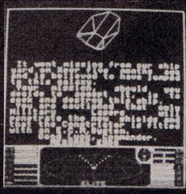
• Screen shots from the BBC version of Elite covering key stages of the game from initial status report to congratulations message on completion of the mission.



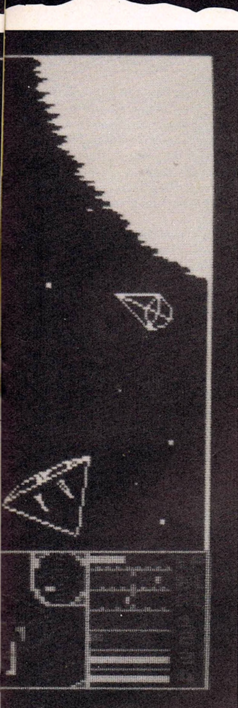
• Okay, Commander C+VG, this is your status report at the start of the mission.



• This is the message you will receive at the start of your secret mission.



• Further information on your "seek and destroy" mission. It's best to sell your front lasers.



rarely finish you off, but could well damage your shields.

In some situations, you'll find yourself on a heading where the above approach doesn't work. In this case, aim directly for the space station, then just before hitting it, turn towards the planet. Keep up the speed for a few seconds before stopping and turning back towards the station. You should find yourself reasonably well lined up with the entrance, though fine tuning is often necessary.

TECHNIQUES

A note on general playing techniques — don't forget to SAVE THE GAME at every opportunity! There's no need to actually save the game to tape, as long as you go through the motions, to update the internal position.

Once you get the hang of the game you'll find yourself rushing through the levels, from Harmless and Mostly Harmless, through Average, Competent, Dangerous, Deadly, and possibly even Elite.

To keep the adrenalin flowing, most versions of the game (with the exception of the BBC/Electron tape implementations) have secret missions, where the true hero can show his worth.

SPECIAL MISSIONS

The original **BBC** version has two missions. The first involves destroying a stolen ship, with powerful new defence screens. You need to be in one of the early galaxies to pick up this, but it's well worth the effort.

Although you won't get many credits or kill points for your trouble, the thrill of the chase more than compensates.

The second mission concerns transporting Tharglets (mini-thargoids), and you'll find a clue to this in the Thargon ship description at the end of your training manual.

The **Commodore 64** version of the game has an added attraction of some friendly, furry, cuddly little creatures. Any **Star Trek** fan will immediately recognise these little breeders, and is unlikely to be surprised when they start obscuring the view screen! A high dose of radiation is the only fool-proof method of disposing of these creatures. Now, how are you going to do that?!

The **Spectrum** implementation has three missions. The first involves rescuing people from a supernova explosion, and the second will earn you a Cloaking Device. This neat little gadget (no doubt filched from the Klingons) uses plenty of energy, but will make you invisible, giving you a great advantage over other ships.

The third mission seems to involve those damnable Thargons again, who have taken control of a space station. Annoying little critters, aren't they?

The **Amstrad** version contains exactly the same secret missions as the Spectrum — not surprising really, since they were both written by the same company.

Unknown even to **Firebird**, there is a rumour circulating that Galaxy Seven (yes, you'll need plenty of Intergalactic drives) has an enourmous Dredger ship.

There is one of the ships mentioned in the Flight Training Manual, and it takes a lot of firepower to eventually destroy the thing. Why would anybody want to do that?

By the way, any Amstrad owners who are having trouble with their game occasionally locking up should get in touch with Firebird. They know about the problem, and have corrected it on later versions. If you have a bugged copy, then send your cassette ONLY to:
Firebird Software Ltd.,
Wellington House,
Upper St. Martin's Lane,
London WC2H 9DL.
and Firebird will replace it, along with a £2 voucher for another Firebird product.

BEATING THE SYSTEM

On the **BBC** version, kill points are awarded whenever anything is destroyed. Consequently, just sitting outside a space station blowing up police Vipers can be very profitable. On later versions, points were awarded in relation to the kill difficulty.

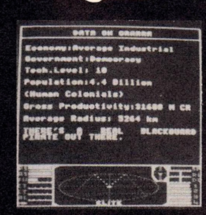
In this system, blasting Thargoids becomes extremely advantageous. Now, the manual (and story) mention that Thargoids can ambush you in Witch-Space (hyperspace). If you want to enjoy pitched battles with these aliens, there are guaranteed methods of entering Witch-Space.

On the **BBC** and **Commodore** versions, freeze the game, press 'X', then continue the game. Subsequently, during the hyperspace countdown, holddown the 'CTRL' key, and be ready for the Thargoids.

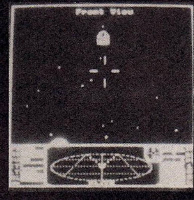
If you have a **Spectrum** or **Amstrad**, freeze the game, then press 'F', and continue the game. This is sufficient to ensure entry to Wtich-Space on hyperspace jumps.

Remember, when doing this, to only make short jumps, otherwise you could find yourself with fuel difficulties. You still use all your predicted fuel, even though you don't reach your destination. Oh, and don't forget to pick up all those valuable Tharglets, which are deactivated when the Mother Ships are destroyed.

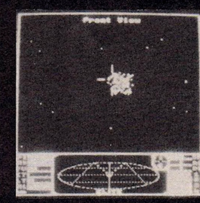
There are plenty of other ways to "beat the system". On the **BBC** version, if you'd like to dispense with all the initial funding formalities, but just want to play the game, then just follow the procedure above, until you have



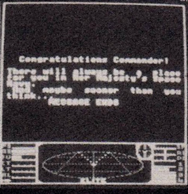
• Data on Orarra. This is the Lowdown on the planet where you will find the thief.



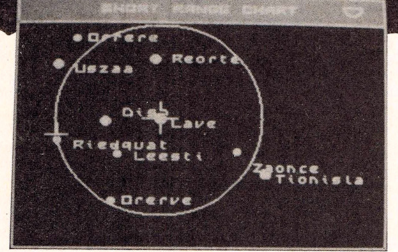
• Dogfight with the missing ship Constrictor. The best way to destroy the craft is to follow.



• Boom. The final demise of the Constrictor. The ship has been destroyed.



• Congratulations, Commander C+VG, your mission has been completed.



400, or more, credits.

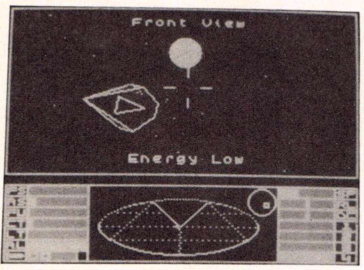
Now go to the Equip Ship screen, and buy some Pulse Lasers, specifying 'O' for forward view. A message will appear informing you "Lasers present", and you will be returned to the Status screen, over 200 credits richer.

Keep this up until you can afford to fully equip your ship, then save the game — and GO GET 'EM!.

If you want to miss out on all the fun, then having Watford's ROM Manager chip installed when the game is loaded will start you at Elite status.

It's possible to start as Elite on the **Spectrum** version, too, assuming you make it through the Lenslock protection! When the game has loaded, go immediately to the load/save game screen, by answering 'Y' to the 'Load Commander" message.

Save the game, then exit, and you'll be Elite, with a vast credit rating, and all the trimmings, including most equipment, horrendous quantities of cargo, and a Fugitive Legal Status. Just carry on playing from here.



Trying to buy more cargo at this stage, rather than selling what you've got will throw you into the Supernova mission immediately.

THE DIFFERENCE

If you're in the fortunate position of being able to play more than one version of Elite, then you may like to know what differences you're likely to find.

The **Commodore 64** version is highly recommended. Though the graphics aren't quite up to the **BBC** version, there are the added attractions of some colour, the *Blue Danube* waltz plays on the Docking Computers and, of course, those furry breeders.

Next in line comes the original **BBC** version which still has the smoothest graphics, and best screen layout.

For instance, it's still the only one which allows you to watch your radar whilst looking at text screens. Doing this greatly speeds up the play of the game when you can no longer use the Jump Drive and you're just waiting for the Space Station to appear.

The **Spectrum** and **Amstrad** versions, although fairly accurate conversions, suffer from looking too much like games, rather than the original space flight simulator.

Of these, the **Amstrad** comes out best, with colour screens, graphically filled planets, and so on.

Finally, the **Spectrum** implementation is still a great game, but doesn't have the true "feel" of the others. It does, however, have the advantage of having far more ways to cheat than in all the other versions put together!

ZAPPING

Whatever you do, don't mistake a Viper ship for an asteroid. The consequences could be disasterous — and you do want to reach Elite status — don't you?! So the first rule of space combat is — make sure you know what you're blasting at.

You can tell what's coming your way to a certain extent by effective use of your on-screen scanner. Certain craft/objects appear at certain points on your scanner. For example, Pirate craft will more than likely appear top left on your scanner. If there be more than four blips on screen then you can be certain they ARE pirates.

Fighting Pirate craft isn't that difficult — but they do tend to gang up on you. So remember to prepare an escape route and try and blast the pirate craft at a distance. If they are all bunched up there's the possibility that you can get two or more with one shot.

Why not sit outside a space station — fire at it and take on some Vipers!

Ignore Thargons, go for the motherships and collect Thargons with your fuel scoops for Alien Items. Every last little one of them.

CONCLUSION

This is by no means everything you need to know about Elite. If you've got anything to add to our player's guide why not write to IDEAS CENTRAL with your hints and tips. Melissa is waiting eagerly for them!

LISTING

```
10 X=OPENOUT("E.C&VG")
20 REM For cassettes, use "C&VG"
30 REM in above OPENOUT statement.
40 FOR I%=0 TO &4B
50   READ A$
60   A% = EVAL("&"+A$)
70   BPUT#X,A%
80   NEXT I%
90 FOR I%=&4C TO &FF
100   BPUT#X,0
110   NEXT I%
120 CLOSE#X
130 :
140 DATA 00,14,AD,4A,5A,48,02,53
150 DATA B7,77,35,94,00,FF,04,00
160 DATA FF,FF,FF,FF,00,00,FF,FF
170 DATA FF,FF,FF,FF,FF,FF,FF,FF
180 DATA FF,FF,FF,FF,FF,FF,FF,FF
190 DATA FF,FF,7F,02,FF,FF,FF,00
200 DATA 00,00,00,FF,00,02,0F,11
210 DATA 00,03,1C,0E,00,00,0A,00
220 DATA 11,3A,07,09,08,00,00,00
230 DATA 19,00,74,00
```

Make the most of Elite on the BBC with this nifty program by Neil Pearce, of Tamworth, Staffs. It will give you:

- All equipment
- Extra powerful lasers (seem to be pulse lasers, but try them!)
- 253 ton cargo bay
- 255 missiles
- Naval energy unit
- 255 of every cargo
- 25.5 light years of fuel
- 200 million credits
- ELITE rating

1) When you type in and run the program it will save a Commander file called C+VG
2) Load Elite and answer Y to "Load New Commander?"
3) Load "C+VG."

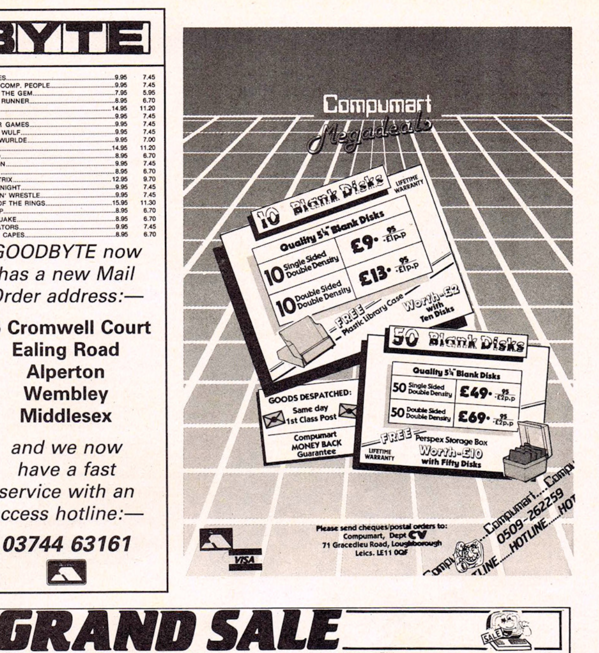
ELITE BUILDER

Another product of interest to **Spectrum** Elite players is the **Elite Builder**. This handy little product will allow you to create saved game positions for a Cobra Mk. IV. Yes, your new ship can span the galaxy in a single jump, start with special Beam lasers, or Military Lasers all round, carry phenomenal amounts of cargo, which can be specified before you start, and much more. Costing £1.99, the **Elite Builder** is available from:
A.C.S. Software,
P.O. Box 608,
Blackheath,
London SE3 7ER.

Finally remember, it's not the winning, but the way you play the game which counts. Don't be shy and reserved, but go for the bad guys (and the good guys, if you want the kill points), and never run — but die fighting.

If a multi-player Elite ever becomes available, then watch out, because we'll really sort out the men from the boys!





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RAMBO—CBM64

Alan Maudlin of **Peterborough** tells us how to complete **Rambo**.

First of all collect the machine-gun which is found at the Temple (although not essential, it will give you 3,000 points) and make your way to the P.O.W. camp.

Make your way to the top left where you will find Banks tied to a cross, use the knife to cut him free. Using exploding arrows progress north through the jungle until you come across a stone or rock and then travel north-east and you will find the helicopter.

Once in the helicopter, waste no time at all as your energy decreases rapidly.

Fly south and slightly to the east until you see the heliport. Using the knife move down to the bottom left of the P.O.W. camp where you will find a bamboo cage. Make contact with the bottom of the cage still using the knife. This will release the prisoners.

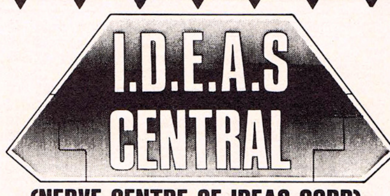
Use the rocket launcher, which you should have picked up in the helicopter to make your way back to the chopper. Fly north until you reach the forest/jungle.

Here you must send the enemy helicopter spinning off. Once you have taken care of this, fly north again until you reach the village where you will have to dispose of the enemy.

Fly slightly to the right and then north once more and you should find the heliport, make contact with it and that's it. All you have to do now is repeat the whole process.

A few general hints. Use silent weapons whenever possible. More explosive weapons will attract attention.

Staying outside the camp and going in at the top left hand corner is easier because you are almost next to Banks and you can get out quicker. If you have an auto-fire option on your joystick use it when confronted by the enemy helicopter. Keep moving at all times.



(NERVE CENTRE OF IDEAS CORP)

Welcome to IDEAS CENTRAL. My name is Melissa Ravenflame, I.C. co-ordinator. IDEAS CENTRAL is where you'll find the Bug Hunters' HQ and the man who keeps those rogue robots in order — Jackson T. Kalliber. Jackson makes sure OTISS, Big Red, X and B-Con get out there to find the hints, tips and pokes you all so desperately need for a happy existence. Don't tell them — but I can't rely on them to make a good job of it.

So the IDEAS CORPORATION and yours truly, Melissa R., need YOUR help. Remember, the IDEAS CORP will pay a large amount of credits to anyone assisting our enquiries. So, send your hints and cheats to Melissa Ravenflame, IDEAS CENTRAL, Computer + Video Games, Priory Court 30-32 Farringdon Lane, London EC1R 3AU.



HELP WANTED

Neil Playfoot of Hull needs some help with **Minder**. He wants to know how to get Terry to mind him and how to stop being punched all the time!

QUICKIES

Now, we have the answer to **Richard Mill's** plea for help with getting out of the sewers in **Monty of the Run**.

Simon James of **Sutton Coldfield** has sent in this answer — collect all the money on the first part and go left. Press the down key until Monty hangs underneath the pipe.

Now you can cross the screen without being harmed. Go left to just before the first vertical pipe, drop down and collect the coin and jump off the right of the screen. Climb back up the pipe, go left, hanging under the pipe you should be able to reach the coin. Go down the second vertical pipe and collect the bun, go up and left.

Go up so that Monty is on top of the pipe and he will be safe from the other mole. Collect the bottle and go right. Climb up one of the pipes and collect the coin. Go down the pipe till hanging below. Walk off the right of the screen.

Climb up to the top of the pipe

Continued on page 58



OFF THE HOOK
CHARITY COMPILATION TAPE
ALL PROCEEDS GO TO THE
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SPLAT — INCENTIVE
MUGSY — MELBOURNE HOUSE
KONG STRIKES BACK — OCEAN
CHEQUERED FLAG — PSION
BLUE MAX — U.S. GOLD
COMMODORE 64
PITFALL II — ACTIVISION
SPACE PILOT 2 — ANIROG
PSYTRON — BEYOND
FALL GUY — ELITE
DEMONS OF TOPAZ — FIREBIRD
SHEEP IN SPACE — LLAMASOFT
KONG STRIKES BACK — OCEAN
BLACK THUNDER — QUICKSILVA
DEATH STAR INTERCEPTOR — SYSTEM 3
TALLADEGA — U.S. GOLD
DJR

Continued from page 56
and walk right as far as possible without falling. Now jump right twice and you should be on top of the pipes. Go up. Walk left along the bottom pipe colecting a coin.

Walk to where the purple monster is and when he goes up jump to the pipe. Climb about three quarters of the way up and when the monster passes jump across. Drop to the bottom pipe and hang below. Go left.

Walk left to the vertical pipe climb up to the platform and get the coin, follow the pipe to the cake than walk half way between the two platforms and when the boot goes past, drop to the bottom. Go down.

Go down to the pipe and go right, then drop to get the next coin. Go left and wait on the third step from the top and when the ball goes up jump left. Walk into the teleporter when it is any colour except CYAN, and you will be teleported.

Make your way to the ladder at the bottom and go down and then right. Go down to the bottom pipe and go left.

When you reach the teleporter wait until it is CYAN, go through, go left and you will be in The Ultimate Experience — you will need to jet-pac.

Remember Richard, you MUST have all of these objects — Passport, Bottle of Rum, Gasmask, Jetpack and the Rope as your freedom kit.

To follow on where **Bradford Barker** left off in **Barry McGuigan's Boxing, Gary Blackledge** of **East Sussex** has sent in the solution for the next five opponents.

Bashin' Bill Snow: Bashin' Bill has a lot of endurance. You must keep hitting him with crosses and body shots.

Once his endurance is lowered he is a walk-over.

Dan Da Man Urgin: This guy is a good boxer but the only way to beat him is to be patient. Put as much training time on roadwork to give you high endurance.

When he starts hitting you, wait until he is in range and then give him a cross.

Werewolf Brown: This boxer is pretty weak, so, to get his endurance down even more, give him lots of body shots and crosses. Once his strength is around 25 he won't fight back much and from then on a cross will really tire him out.

Bulldozer Cannon: Old Bully Cannon doesn't tire himself out so you should always hit whenever possible. Once his endurance is low and you hit him with a hard punch he won't bother getting up again.

Shamrock O'Leary: to gain an advantage over Shamrock you must do a lot of roadwork. At the start of the fight if you have got it right you should be about 25 endurances above him. From here on hit him every time you can — don't worry if he is hitting you.

Finally, how to save Wilma in **Three Weeks in Paradise**. Take mint and handbag to room with crocodile and use mint on room next to crocodile.

Get hole and use it on wall in the well room. Take goldfish bowl into this room and get skeleton key. Use the key to open locker in the sea.

Get the spinach and drop it somewhere safe. With the stuffing go to the room with the oversized chicken (well, that's what it looks like to me!) and get the egg. With the egg and the spinach, pull the chain on geyser screen and go to the jet. Swap the egg for the bow and arrows in the room above the geyser.

Go and shoot Wilma's guard. Go down the well and get the bottle. With the bottle and corkscrew go to the coconut and use them on it.

Take the bottle of oil and the axe to the room with a car and use them on the front wheel. Take the sharp axe and cut Wilma down. You must now go and jump at the seaside picture.

PARADROID — The Henry Breakdown

Once again ace tipster **Kenneth Henry** has sent in some tips for a popular game. As soon as the game starts, start transferring. Get a 249, 296, 329, 476, 516, 596, 629, 742, and a 821. When you get a 476 then you can start destroying weaker droids — very satisfying.

Do not go charging around the place. Ramming droids isn't worth it, unless you have a well armoured droid in control. When you destroy a droid, don't run through the explosions or you will lose power. And if you run behind a door to escape laser bolts, make sure you are nowhere near the door when the laser bolt explodes on it or you will lose power again.

If you are losing a gun battle, and low on power, then head for a lift, another corridor or energiser. You could try and take over your attacker, but on a single file corridor, you are likely to get gunned down before you get anywhere near your host.

You can counter laser blasts with your own, but this causes an explosion and that will slow you up if you are in the above situation. But it is very useful creating explosions like that as they can destroy several robots at once if they are overlapping.

On the weapons front — the 001 Influence Devices lasers will not harm classes seven and upwards and droids with disruptors (711 and 742) cannot harm each other right away, it only takes two twin laser blasts to destroy them.

Does anyone know if you can destroy the 999 command cyborg with the 821's twin lasers?

The Transfer Game: When you see a line with an auto-pulser on it, light it up, for it will have power running through it up until the end of the bout. If there is the case of two auto-pulsers fighting for their colour, then the result is decided at random at the end of that bout.

If you see an auto pluser on the other wire then do not use an ordinary pulse against it.

Try to get the side where there are some blocks on the circuit that can't be got at from the other side.

Terminators are wires which don't actually reach the circuit at all, so they might be accessible from the other side.

A joiner joined onto a splitter means that it would take two pulses to activate instead of one, but a splitter with one wire on an other splitter is very good, and means you get three blocks of colour for one pulse.

AMSTRAD

This time we have **Who Dares Wins II** for the Amstrad from **Richard Alpin** of Bristol.

Rewind the tape and RUN the routine (you can save it on a blank tape to save you typing it in every time) then start the game tape. It will probably make a bit of a mess on the screen but should load OK. You can omit lines 30-70 but you won't get any sound effects.

```
10 REM . . . MISS OUT LINES
30-70 IF YOU DON'T WANT
SOUND EFFECTS
20 MODE 1
30 ENV 1, 1, 12, 1, 1, 0, 5, 12, −1,
2: ENV 2, 1, 1, 1, 1, 0, 15, 13, −1, 5
40 ENV 3, 1, 13, 1, 12, −1, 3: ENT
3, 5, 40, 1, 5, 20, 1, 10, 25, 1: ENV
4, 11, 1, 5, 2, 0, 120, 11, −1, 14
50 ENT −5, 14, −10, 1, 1, 120, 1:
ENV 5, 1, 15, 1, 15, −1, 12: ENV 6,
1, 12, 1, 12, −1, 9
60 ENV 7, 15, −1, 2: ENV 8, 10, 1,
1, 20, 0, 1, 10, −1, 2: ENT −8, 1, 1,
1: ENV 9, 1, 15, 1, 15, −1, 4: ENT
9, 9, 5, 3, 1, −45, 3
70 SOUND 129, 250, 0, 0, 5, 5
80 FOR t=&c100 TO &c100 +
195: READ a$: POKE t, VAL ("&"
+ a$): ck=ck + PEEK (t): NEXT
90 IF CK <>17148 THEN PRINT
"ERROR!": END
100 LOCATE 1, 10: CALL &C000
110 DATA 21, 28, c1, 7e, b7, 28,
06, cd, 5a, bb, 23, 18, f6, 21, 40,
00, 11, 30, 60, 3e, 63, cd, al, bc,
21, 70, 60, 11, 90, 50, 3e, 11, cd,
al, bc, af, 32, 19, 63, 32, cl, 60, 21,
b1, c1, 11, 45, 6d, 01, 13, 00, ed,
b0
120 DATA c3, 10, a0, 57, 68, 6f,
20, 44, 61, 72, 65, 73, 20, 57, 69,
6e, 73, 20, 49, 49, 2c, 20, 43, 72,
61, 63, 6b, 65, 64, 20, 4d, 43, 4d,
4c, 58, 58, 58, 56, 49, 20, 42, 79,
20, 47, 72, 65, 6d, 6c, 69, 6e, 2e,
20, 57
130 DATA 68, 6f, 20, 66, 61, 6e,
63, 69, 65, 73, 20, 4d, 65, 6c, 69,
73, 73, 61, 20, 52, 52, 2e, 20, 74,
68, 65, 6e, 3f, 3f, 0a, 0d, 0a, 57,
68, 61, 74, 20, 77, 6f, 75, 6c, 64,
41, 20, 79, 6f, 75, 20, 6c, 6f, 74, 20,
64, 6f, 20
140 DATA 77, 69, 74, 68, 6f, 75,
74, 20, 48, 61, 63, 6b, 65, 72, 73,
3f, 3f, 00, 43, 43, 4b, 45, 44, 20, 42,
59, 20, 47, 52, 45, 4d, 4c, 49, 4e,
20
```

Phew, let's hope this lot works.

ZORRO

Graham Parsons and **Martyn Utley** of Worksop have sent these tips in to help you play the game.

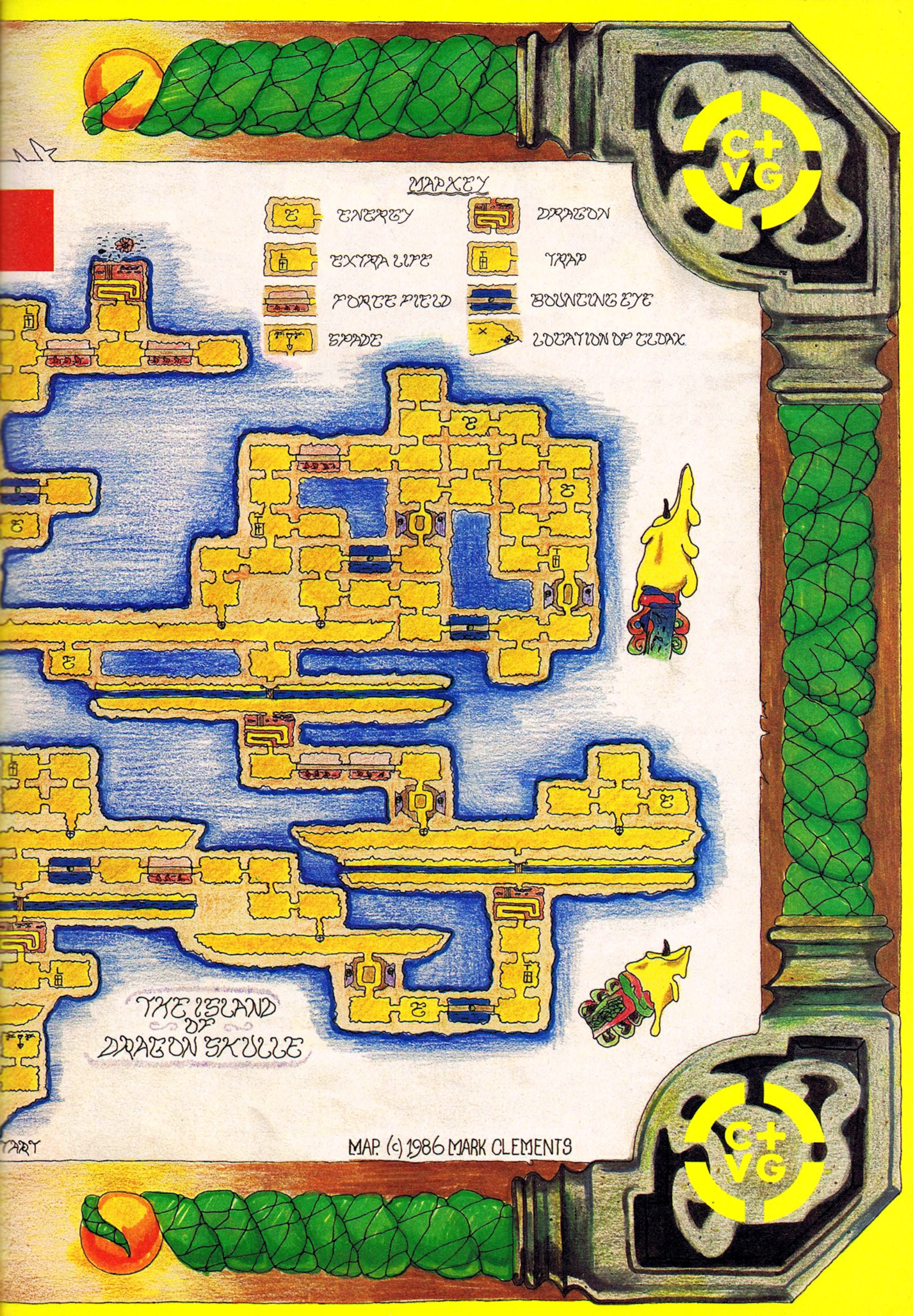
First of all collect the hankie from the well, go past the room of lifts and collect the flower pot. Push the ball on to the far left lift and get on it, then drop the pot onto the lift. Wait until the ball falls on to the far right lift. Go to the screen with the key and bottle collect key to walk though the door above.

Collect the bottle and give it to the man at the far right of the pub. Go to where the bottle was first — there should be a marking iron — collect it.

Take it to where the bull is and drop it in the fire. Now jump up and down on the bellows. Before going to the top of the screen, brand the bull. When at the top of the screen you can drop down to where the bull was. Collect the horse shoe.

Go back to where the iron was and collect the trumpet. Drop the trumpet on the sea-saw, make sure you are standing to the left of the see-saw. After the guard has helped you up, grab the bar.

Collect the boot and go to the room with the key and get the bell. Put the bell at the top of the church.


C+VG
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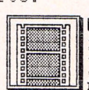
FLEET STREET -

A program recently released has caused considerable interest in the publishing world. Some say that it will change the face of the business: making it possible for almost anyone to produce their own magazine.



This may be a rare sight in years to come, and certainly if Mirrorsoft have anything to do with it. For £39.95 you can start a whole publishing empire from the comfort of your own home...

The program is divided into six sections, each representing a separate part of the publishing process:- the "Graphics Library" allows the user to select some suitable pictures for inclusion in his publication. The "Studio" is where the design is handled. The "Copydesk" - maybe the most important part of all - is where the text is typed. "Page Make-Up" compiles the panels of text and graphics into an A4 size page, "Preview and Print" stand for themselves and "Administration" is used to adapt the program performance to suit unconventional printers etc.



The Graphics Library

It's very important to give your publication the correct "feel", and graphics play a vital role here. On the disc supplied, Mirrorsoft have compiled a bank of around 350 different picture items. They are stored on 42 pages, and by using a cut-and-paste method, the user can incorporate the necessary graphics for his current project.

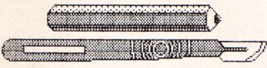
This section works by "remembering" two screens at once; the first is one of the 42 library pages, and the second is like a blank piece of paper, onto which the user "pastes" the various pieces of artwork which will be used on his page. At this stage, it is possible to overlay graphics, producing some quite amazing effects! This part of the program is the easiest to get used to. After moving the cursor over another (smaller) film icon, a message displaying the current page of graphics appears at the bottom of the screen. Pressing the left arrow key will decrease the number and the right one will increase it.

From the page displayed, the user chooses which individual item he wishes to transfer onto his, initially blank, screen. Now, after de-selecting the "select-graphic" icon, the user moves to the cut-and-paste mode



By Jim Douglas

by pressing RETURN whilst the cursor rests over a picture of a pair of scissors. A little box will now appear. After moving it to the top-left hand corner of the imaginary square bordering the desired illustration, the corner can be "fixed" in place. Now the box can be stretched to encompass the whole diagram. After this, the screen will clear, leaving only the box. After fixing it in a convienient position, the process is repeated for other pictures. After this stage comes...



The Studio

This area houses a large number of very powerful graphics routines. In this section, the graphics which have been selected from the library can be altered to suit the exact purpose for which they're intended. This area is where the design talents of the user can be exploited to the full. After a little time, it's easy to become quite proficient with the different aspects of the system. One of the most commonly used, and most useful is the Enlarge and Copy mode. Use of this function is very similar to choosing a graphic from the library; using the little-black-box. After framing the part of the screen the user wants to move, he then drags the box across the screen to where he wants to put it, and hits

EDITOR- A REVOLUTION?

RETURN. The image will now be copied (in a rather attractive left-to-right fashion) into the new position. As the name suggests, this function also allows the image to be enlarged, though some loss of resolution is incurred.

Many other features are included. A vital icon is the "sad-face", which allows errors to be "undone", rather than having to edit them away. If, for example, the cursor is left on "delete" by mistake, it's easy to erase some vital graphics. By moving to this icon, though, he can tell the program to undo all of the commands which were carried out using the last sub-routine. After wiping three items, the last one accidentally, the sad-face icon will replace all three.

Also included in The Studio is a set of fill routines. These make bordering pictures a lot easier. The user can also incorporate his own art if nothing in the graphics library will do. There are a number of drawing commands, allowing reasonable emulation of pencil and paintbrush.

The final major section of the program is, of course...

The Copydesk

Any publication is only as good as the content, but you can make up for the fact that your prose may not be infallible, by making it look as interesting as possible. Quite a number of text styles are available.

When you are making headlines, there are six fonts to choose from. Whilst typing the "body" text, there are four options.

After loading the Copydesk program by selecting the fountain-pen icon from the main menu, there is a short delay whilst the program gets ready. Shortly a window will appear in the top right corner of the page showing two headline and two "body" fonts. There's also the word "Yes" in this box. This indicates whether the word-processor is acting in "insert" or "overwrite" mode. Insert will move everything out of the way so you can type words in the middle of text, and overwrite will - obviously - allow you to type over the top of text. Switching between these modes is achieved by a single key-press. In fact, there is a rather impressive battery of commands available from within the Copydesk program. You can justify or centre text, load files from other word-processors, type text over graphics, and switch between double-height and regular character sets.

After choosing the appropriate character set (Gothic for a historical item, or 3D for a technology spot), it's time to load the graphics from the studio. Once you've done this, the cursor will appear in a suitable position and you can start typing. There's no need to worry about over-writing graphics.

The Verdict

There is really no point at all in even considering this program unless you are willing to put a reasonable amount of time into it. There were times during the construction of this article when Mirrorsoft's methods seemed incredibly long-winded. Upon reflection, though, there really aren't many faults at all.

The manual and discs contain a section called "The Guided Tour" which is intended to show the user the rudiments of using the system. Unfortunately, I felt as if I was being told about quantam physics at 2am by someone who had learnt it from a text book the previous evening!

Mirrorsoft include some hints on publishing and duplicating the user's product.

As with any utility, it's best to try to start off with something very simple. "A good writer always knows his limitations...

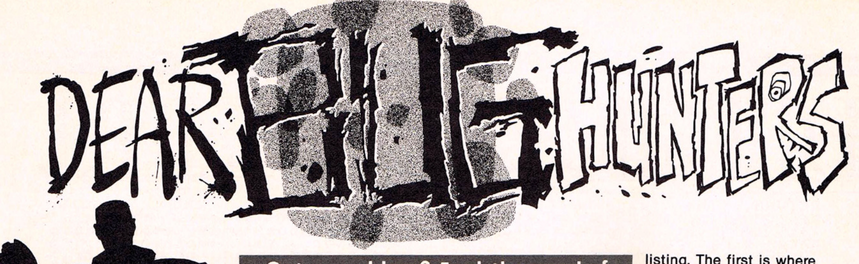
Fleet Street Editor is certainly a very ambitious project, and I doubt that anyone could have made a better attempt. It's hardly cheap, but if you already have a BBC, printer and discs, it won't be beyond your pocket!



After that report, you are probably wondering quite how to persuade Aunty Maud to give you the next three years pocket money in advance!

Well, fear not! Thanks to those awfully nice Mirrorsoft people, we've got a handful of the things to GIVE away! All you have to do is produce your own mini-magazine, and send it to us. The best ones win a fully-packaged copy of the Editor.

Grab a pencil & get going!



Got a problem? Feel the need of a bit of help and assistance? Then why not write to the Bug Hunters at Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

"Look, if you don't get it right this month then I'll be seriously considering teaching you to fly. Out of the IDEAS penthouse. Without any artificial aids!"

I think the Editor was upset. Still we'd given the *Bug Hunters* a break last issue by only printing one listing. Surely nothing could go wrong with that?

And what do you know. So far nothing has. Amazing! But then *The Wizard of Tallyron* was a very long program. Maybe no-one has finished programming it yet. Maybe they've all sent off for the tape. Enough of these irrational fears. It could be that C+VG has achieved the impossible — a perfect lsting!

And things were strangely quiet when I took up my usual hiding place in the *Bug Hunters* recreation room — inside the now repaired drinks machine.

OTISS was tinkering with some strange device, X was looking mean and moody in the corner, Big Red was being Big Red and chuckling quietly to himself while B-Con watched a re-run of the *Blues Brothers* on the IDEAS cable channel.

It was all too quiet. "Hey!" said OTISS suddenly, "Has anyone sorted out those Atari listings?"

"Yeah, course. Did that ages and ages ago," B-Con said darkly. "Stop trying to find us things to do! It's not often we get a spot of free time. Let's enjoy it!"

"Yeah! Shut-up OTISS," grunted Big Red," Just sort out the mailing list for all those corrections people have been asking for."

"Look. Who's in charge here anyway! Stop telling me what to do. X, sort out the letters will you."

"I'm meditating at the moment OTISS," said X calmly. "Anyway the letters were sent out yesterday. Why don't you get yourself a synthicaff and cool off."

OTISS grumpily trundled over towards my hiding place. He pressed a button and something hot wet and sticky trickled down my neck. I yelled. That was my second big mistake. The first was trying the old drinks machine trick twice.

Still I should be out of traction sometime in the next couple of months. Big Red won't be able to remove the machine from his foot without major surgery. I suppose that's some consolation . . .

CAR RACE + HIDE AND SEEK/ ATARI

For those of you still having trouble with these corrupted listings don't forget we have some correction sheets available. Just send an SAE to Computer and Video Games, Atari Corrections, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Don't forget to tell us which listing you want.

WIZARD OF TALLYRON/ SPECTRUM

For those of you who missed last issue's special Spectrum tape offer don't forget you can still send off for a copy of this fun *D&D* style adventure game produced by Mike Turner of **Star Dreams**. All you have to do is send £2.50, which includes post and packing, to C+VG, Tallyron Offer, Star Dreams, 17 Barn Close, Sleaford, Sussex. It's an offer you can't refuse.

LISTINGS

If you're one of those people who have sent in a listing to C+VG, received a postcard from us — and then NOTHING. Don't despair. We get at least 50 games tapes in each week and we simply can't get around to telling each and every one of you exactly what we're doing with your game. If you want the tape back please remember to include an SAE. Otherwise we're afraid we won't be able to return them. Also include as many details about your program as possible. It helps our reviewers do their job more effectively.

TREACHERY AMSTRAD — BOOK OF GAMES

A couple of bugs managed to slip into this listing. The first is where the end of a line has been cut out of the listing as it was placed into the magazine. This is line 1710, which seems to end after only one set of inverted commas. There should be 25 space characters following this, then another pair of inverted commas, to complete the string.

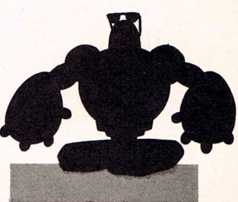
RECONAISSANCE QL — BOOK OF GAMES

The only problem we know of with this program is that there is a bracket mismatch in line 2100. Unfortunately, this is one of the programs which Otiss has hidden. We'll let you know what the line should read as soon as we can. If you want to give us a ring, we'll be able to tell you sooner.

TWENTY-ONE CARD TRICK SPECTRUM — FEBRUARY

There are NO errors in this program, but some people have been having problems. The most common difficulty is a subscript error in line 230, 240 or 250. This is probably because you've mistyped the original strings in lines 30, 40 and 50.

Make sure that you type in the final space before the inverted commas.



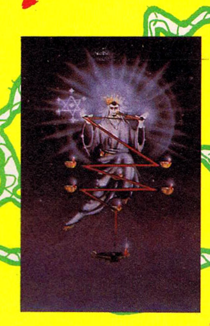

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HEAVY ON THE MAGICK







Dizzy spells, dry spells, sunny spells, short spells — you name them we've got them! All these spells could be yours if you're the first prize winner in our great ***Gargoyle Games Heavy on the Magick*** *competition — and you could also be the proud owner of a special* ***Gargoyle Games*** *pack if you're one of the ten lucky runners up.*

Heavy on the Magick *is a pretty spectacular looking D&D style, graphic interactive adventure. It features some original ideas and some giant characters — and lots of magick of course!*

Gargoyles' Greg Follis is a bit of an amateur necromancer on the side — and he's discovered a REAL book of spells called ***The Golden Dawn*** *by Israel Regardie which he wants one fortunate C+VG reader to own. It's packed full of fascinating facts about magic and the ancient arts and is a really worthwhile prize.*

The first prize winner will also get three Gargoyle games as well.

Second and third prize winners will get three Gargoyle games for his or her micro, and ten runners up will get the choice of ***Tir Na Nog*** *for the Spectrum,* ***Marsport*** *for the Amstrad or* ***Heavy on the Magick*** *for the 64.*

What do you have to do to win these exclusive prizes? Easy really. Think up a magic spell of your own and tell us about it in not more than 100 words. We'll want to know what sort of spell it is and who, why and where you want to cast it and what you hope your spell will achieve. And no, you can't turn the editor into a little green dwarf — he looks remarkably like one already! So get your thinking caps on and start casting the runes to conjure up a really wizard spell for C+VG.

Once you done that simply fill in the coupon and send it to Computer and Video Games, Heavy on the Magick Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date for the competition is May 16th, normal C+VG rules apply and the editor's decision is final.

C+VG/GARGOYLE GAMES HEAVY ON THE MAGICK COMPETITION

*Name*____________________

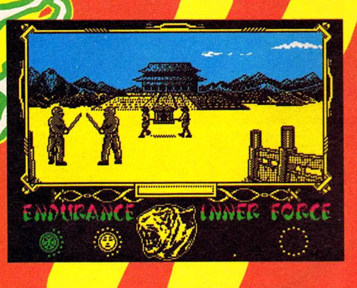
*Address*____________________

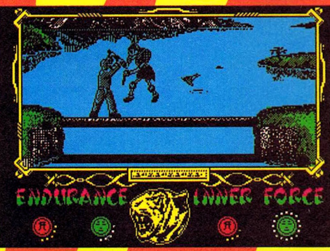
*Age*____ *Computer owned (tick box) Spectrum* ☐ *Amstrad* ☐ *C64* ☐

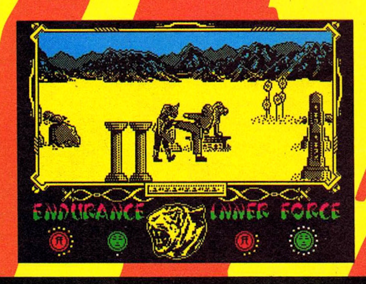
*My spell goes like this:*____________________

THE WAY OF THE TIGER

COMPETITION C+VG







Our story begins on the magical world of Orb where, set in the Endless sea, lies the mystical Island of Tranquil Dreams.

Many years have passed since the time when, as an infant, you first saw its golden shores and emerald rice fields. A servant had brought you, braving the distant leagues of the ponderous ocean from lands to which you have never returned.

She laid you, an orphan, at the steps of the Temple of the Rock, praying that the monks would care for you.

Monks had lived on the island for centuries, dedicated to the worship of their god, Kwon, he who speaks the Holy Word of Power, Supreme Master of Unarmed Combat. They live only to help others resist the evil that infests the world. Seeing that you were alone and needed care, the monks took you in and you became an acolyte at the Temple of the Rock. Nothing was made of the strange birthmark, shaped like a crown which you carry on your thigh, though you remember that old servant insisted that it was of mystical importance. Whenever you have asked about this the monks have bade you meditate and be patient.

This, then, is the world of *The Way of the Tiger*, Gremlin Graphics' exciting new martial arts game, based on the series of fighting fantasy books published by Hodder and Stoughton. And now it's your chance to enter this exotic and exciting world with this mysteriously Oriental Computer+Video Games competition.

What we want you to do is design a poster for The Way of the Tiger. It doesn't matter if you're no good at art. We're just looking for an exciting and original idea.

And the first prize will be a professional artist's copy of the winning design.

The next 20 runners-up will receive a copy of *The Way of Tiger*, which is available for the Spectrum, Amstrad, MSX and Commodore 64.

Remember the winning entry will be judged on the idea, originality and content, rather than the actual quality of the artwork.

Send your entry to The Way of the Tiger Competition, Computer+Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date for the competition is May 16th and the editor's decision is final.

C+VG/GREMLIN GRAPHICS THE WAY OF THE TIGER COMPETITION

Name ______________________

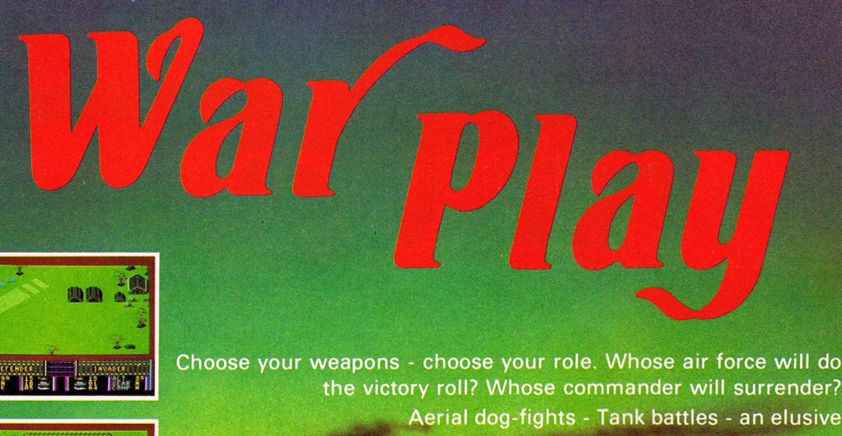
Address ______________________

____

____

Age ______________________

Spectrum ☐ Amstrad ☐ MSX ☐ Commodore 64 ☐


War Play


DEFENDER
INVADER

C+VG

ADVENTURE

NEWS

In his penthouse apartment in the IDEAs Central building Keith Campbell, one of the few survivors of the corporate purges which swept through the software industry when the IDEAs Corp was establishing itself, busies himself with an intricate and time consuming task. His job is to collect and collate all the data relevant to adventure games and dispense words of wisdom to people with problems. This month the Adventure Helpline brings much needed help, advice and hints to the troubled and tormented adventure games player.

THE PAWN

C+VG's American correspondent **Marshal M. Rosenthal** tracked down Anita Sinclair, one of England's few women games designers, at the recent CES Show in Las Vegas. Anita and her company **Magnetic Scrolls** are the people behind **The Pawn**, Rainbird's amazing adventure exclusively reviewed in the last issue.

Anita wasn't your typical teenager. As a young girl of 15 she used to sneak down to the hardware shop to ogle the computer equipment while the other girls played with dolls. "My parents got a bit confused about all the bits and pieces of electronics I'd always be lugging about," she quiped.

Computers became her main focus, and so she studied programming. "Pretty puny by today's standards, but you have to start somewhere." She discovered a number of small businesses looking for software, and began writing applications for them to use.

Interactive adventures have always held a fascination for her, and she would get her hands on every game within reach.

Anita became disappointed, however, by the lack of sophistication and narrow-mindedness of the parser (the part of the program which understands and interprets the player).

Her interest was rekindled by **Infocom**'s line of text games. "I saw them doing great things (with the parser)," she said, "and I said to myself, I can do that. In fact, I can do better."

But it wasn't that easy getting started. Being a woman in a heavily male-dominated field has had its ups and downs. "There's a tendency for the British computer community not to take women seriously, since there're so few of us right now.

"That's why I'm so happy with my company.

"**Pawn** is set in the mythical and magical world of Kerovnia. You wake up one morning to find yourself out in the middle of a field of flowers. It's pretty and all, but not exactly what you've come to expect at 8am. You need to remove this bracelet someone has popped on your wrist. But the problem is that it won't come off. In fact, only one person in this whole world can remove it. So you need to search and find him or her in order to get home," explains Anita.

The game parodies all those sombre, save the Universe text adventures. Kerovnia is in the midst of an election whose main issue is about whether or not to restore alcoholic consumption. As you can imagine, there's been a general gloom in the land during this prohibition. Anita mentions one of the slightly offbeat situations that can occur.

"There's this Princess that you can save from a, of course, ivory tower. The trouble is that after the initial 'thank you very much' she becomes a bloody nuisance."

The Pawn is the result of 2½ years of intensive work. It scans everything typed in, not just parts of words or key verbs or phrases.

Anita reveals that the parser actually possesses a Dr. Jeckel/Mr Hyde personality. "What we have actually developed," she says, "is an advanced operating system. We hope to further develop this user interface for front-end computer use, and see **Pawn** as a good way to generate the interest, and the capital necessary."

Regardless of the intent, **Pawn** stands out as an excellent example of the blending of mind and machine.

RICK HANSON

Robico Software announce plans for a follow up to **Rick Hanson**, (reviewed *C+VG August 1985* under its original title, *Assassin*). **Rick Hanson 2** will be available for the BBC and Electron, price £9.95. Meanwhile, the original has been converted for the Electron.

MAILBAG

• Thank you for your review of **Secret of St Bride's** in your November issue. The reason I have taken so long to respond is that, living out here in the wild West of Ireland, such civilised luxuries as *C+VG* are few and far between. Only on a recent excursion to the great Metropolis did I manage to avail myself of a copy.

You said that the map is so illogical that it is almost impossible to draw. I do not think this is true. You refer to north exists apparently going south.

This does happen, but only on stairways, and the reason for this is that it is precisely what happens in real life. Staircases almost always turn back on themselves for the simple reason that they usually lead from one passage to another which runs parallel to it.

Another important point that you make concerns the USE function. You state that in order to get the key from the door using the newspaper, one must use the words USE NEWSPAPER followed by UNDER DOOR etc. and that this makes the input requirements obscure.

I realise that reviewers do not always receive the full documentation but I lay stress on this point because a great deal of thought has been given by St. Bride's to making the game as friendly as possible.
Priscilla Langridge,
St. Bride's, School,
Co. Donegal.

Keith's reply: Hmmm . . . staircases eh? Point taken. But I seem to remember I had a pre-production copy of the game, without an inlay.

Negotiations are currently under way for a licence to produce adventure games based on the works of celebrated sci-fi author, **Isaac Asimov**. The software house involved seems confident that negotiations will succeed. So confident in fact, that the first Asimov adventure is at present in development.

• Regular writer to the **Helpline, Guy Wilkinson**, sent a postcard from Sri Lanka, where he was on a Christmas cricket tour with his school team. Jokingly, he remarked that on his travels he hadn't seem anything of **Arthur C. Clark**, famous science fiction author, whose novel **Rendezvous With Rama** was adapted as an adventure during 1985. A few weeks later, this letter arrived:

Believe it or not I did actually get around to meeting Arthur C! He is a friend of one of the people who arranged things in Sri Lanka for us. We went around to his house in the pouring Colombo rain, entered his hall, climbed the stairs and were greeted by the man himself.

After answering various questions he showed us his satellite TV (we saw a Russian circus!) and some of his hundreds of videos.

The only visible evidence of computers I saw was a word processor which he was using to write to his neighbour, the American Consulate, whose bonfires were obstructing AC's view of Halley's Comet! He does use computers a lot, though, and is finally getting down to learn a language.
Guy Wilkinson,
Stanstead,
Essex.

C+VG

ADVENTURE HELPLINE

WHERE YOU ARE?

Yet another plea for full addresses when you write in to the *Helpline!* Many times we have the exact answer an adventurer is desperate for but are unable to reply because there's not a full address — or even ANY address — on the letter. If an address is not written clearly it can also cause problems. "9LP is the postcode, not 9LF — it went all over the West Midlands last time!" wrote a reader from Brecon. It was heartbreaking to receive a nicely typed letter in impeccable English from *Gunnlaugur Briem* of Iceland, but not to be able to reply with the answers he needed. Why? Simply because all we know is that he lives in Iceland — we could tell from the stamp! So Gunnlaugur, store the gems with Madam Web, leave Mysterio alone (just investigate his cloud) and speak to your doctor about the Gio Gem problem in *Hulk*. And please, adventurers everywhere, let us know precisely who you are and where you come from! We really like to answer ALL your letters!

HELPLINE TOP TEN

The selling life of a good adventure game is a long one, and the software charts rarely see an adventure entry. But there are thousands of people playing the games, nevertheless!

To keep you up to date with the games people are playing, talking about, puzzling over, here is our own Helpline Top Ten, based on the numbers of mentions a game gets in the Helpline mail for each month. The list shown here is for mail received during the month of March.

1 **Lord of the Rings**
2 **Hampstead**
3 **Mordon's Quest**
4 **Spiderman**
5 **Hulk**
6 **Bored of the Rings**
7 **Never Ending Story**
8 **Sherlock**
9 **Quest For The Holy Grail**
10 **Sorceror of Claymorgue Castle**

CHEATS CORNER

The "ultimate cheat" for **System 15000** has been sent in by **A. Chandler** of Maidstone:

Ring Resident Manhatten Bank on 010-1(212) 976 5757
Entrance code M8R
Transfer code TFTB24
Transfer money from VINCHETTA to COMDATA at MIDMINSTER bank. (Only transfer $1,500,000)
Transfer initiation code 2175

"And if you can't do it now you must be a dummy!" says our super-cheat!

The Masked Adventurer of Castle Bromwich, suggests typing SAVE and pressing RETURN twice, near the beginning of the BBC version of **Bored of the Rings**. You'll then find your inventory is a little different. "Maybe you'll get Spill, or a barrow-wight that body-pops and tells you 'PEPPER' as a clue'," says our masked friend. "Oh, and by the way, whatever you do, don't fart in this game!" he adds. Hmmm!?

ADVENTURE CHAT

I thought I was about to be given the full secrets of **Worm in Paradise**, when I started reading a step-by-step account from a reader whose name I can't tell you because the sheet became detached from his letter. However, narrative ended with a score of only 640/1000.

"You should now be stuck," concluded our unknown correspondent, "with the horrible feeling that you have spoken to the wrong people, let the innocent die, hoodwinked the tradclad masses, and generally screwed up all round. The loose ends are probably dangling so far and wide that you have no idea how to form a granny knot from them. If you do indeed feel all this, then say a prayer for me . . .

"You may find you have a problem entering the raft, lift, and train, in **Bored of the Rings**. Instead of entering them, deflate them. Is this a bug, or just one of McNeill's jokes? Ha ha! Very funny McNeill, it didn't stop me!" says **Neil Markey**, of Burton-on-Trent. According to my info, GO LIFT etc., is the intended command — perhaps another has slipped through, Neil!

Christian Martensen, writes the adventure column in a Danish magazine called *COMputer*, and looks at the amount of space given to adventure in **C+VG**, with some envy. How come?

The secret, Christian, is to beat hell out of our Editor at least once a week, until he comes round to the adventurer's way of thinking! *(And I thought it was all the bribes . . . Ed).*

Ian McMahon, of Lisburn, read my comment about the wording needed to exit the loft in **Terrormolinos**, and agreed. He has also discovered that you can climb the steps, open the hatch, and get into the loft whilst STILL carrying the steps! "Are there any more bits of bad programming in this game?" he asks.

One who took a different view of the wording, is **Daniel O'Mahoney** of Fordingbridge. "DOWN is an abbreviation of GO DOWN," he explained, pointing out that the instructions clearly state the use of UP and DOWN when using the stepladder. So they might, Daniel, but why?

Many adventurers have completed **Never Ending Story** in a few hours, their record time for an adventure. Most say how disappointing they found the game. Part three, in particular, let **Pauline Garnett** of Andover down. "It

HELP

Got a problem? Don't suffer in silence. Write to Keith Campbell's Adventure Helpline, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

HELP

ADVENTURE CLUES

BORED OF THE RINGS
Once in part three, let SENSE guide you, and SAY HOG, to get the rope.

TERRORMOLINOS
Snargsby missing? You'll find him in the most north-westerly room in the catacombs. Just call him.

VALKYRIE 17
The stethoscope is an indirect route to cash.

MISSION 1
Fish to avoid electrocution.

SPHINX
The mouse: underneath the ballroom in the castle dungeons.

FOURTH PROTOCOL
To get Cencom's files at Blenheim, phone 0488273179 and when asked, use one of the codewords, PHOENIX, FRIEBIRD, or ROCKET.

MESSAGE FROM ANDROMEDA
Throwing fungus is a sluggish move.

QUEST FOR THE HOLY GRAIL
Do not go near the Nic Knight until you have the shrubbery. Throw the grenade at rabbit. Place the grail in the throne room to finish.

INVINCIBLE ISLAND
A torch and a caged canary show the way through the caves.

SEAS OF BLOOD
Cut the zombie with silver.

MAGICIAN'S BALL
The gate will be opened when the time comes!

SANDMAN COMETH
Can't pick up what you want in the cat's room? Don't! Find some clues in the croquet field, but go no further. No password? Go back to the start and look for stray letters!

LORD OF THE RINGS
Wear the ring to pass the barrowight. Attach planks with rope to make a bridge.

MAGIC MOUNTAIN
Tell the genie to clear the path.

EL DIABLERO
Cut cactus to find the beetles, ring the column bells for the chasm, and push the statue for a place to dip the twig! Don't kill the coyote, and forget the skull.

consisted of no puzzles — just a simple maze!" complained Pauline.

Yes, we really do give away a few t-shirts each month, to senders of especially wanted clues, or unusually interesting letters! Don't feel too let down if you send in a lot of clues but don't receive a t-shirt. Numbers are limited, and picked out from the letters which pour in each month.

LAUGH WITH CAMPBELL

Try dancing with the body of Veronica Ashcroft in **Suspect**, and examining the toilet in **Witness**, says Infocom fan, **Michael Spiteru** of Seaford in Victoria, Australia.

They're all at it down under this month! Here's **Antony Reynolds** of Sydney, suggesting that after Tricia has confessed to being Mrs. Jones, you put her into a cab, and tell the cabbie to take her to any street you fancy. Then put Watson in another cab, and send him off elsewhere. Carry on playing, and watch what happens when they reach their destinations!

When **Rik Schragg** of North Holland tried to rip the newspaper in **Mordon's Quest**, he too, came across an amusing reply. Why not try it?

Finally, in a letter from **John O'Neil** of Dublin, to **Paul Coppins**, a comment that brought a smile to my face, and a feeling that the **Helpline** is all worthwhile: "To me you're a doctor — adventures are the disease!"

ROLL OF HONOUR

This month **C+VG** t-shirts for services to the Adventure Helpline, go to: Lenny Shuttleworth, Orpington; Paul and Glenn Gibney, Carrickfergus; J. W. Rundle, Aldershot; Paul Stapley, Whitby; Stuart Elflett, Queensland; and Nick Walker, Warrington.

PLEAS!!

Cats can be very obstinate creatures at times, as **Adrian Spurdon** and his whole family have discovered, desperately battling away in Hornchurch to get past 'the stupid cat' in That's The Spirit.

With the cat concentrating on the Spurdon family, the rats are having a field day! Real rodents are in evidence in Nottingham, and no matter what options **Richard Tinson** tries, he cannot get past the third encounter in the game **The Rats**. This is the point in the game where Harris is in the van.

ADVENTURE CLUES

Thanks this month to: Andrew Rayson, Droylsdon; S. T. Thomas, New Tredegar; Chris Neasham, Redcar; Paul & Glen Gibney, Carrickfergus; Robert Jones, Erdington; Lenny Shuttleworth, St. Mary Cray; Daniel O'Mahney, Fordingbridge; Gregory Quinn, Portadown; Walter Pooley, Liverpool; Christian Martensen, Skagen, Denmark; Jason Jennings, Solihul and Michael Spiteri, Victoria, Australia.

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ADVENTURE

EXCLUSIVE — REBEL PLANET

Adventure International UK has ceased trading. Why? "Because we have decided to concentrate on what we are best at," says Mike Woodroffe, "writing and converting games rather than diversifying our efforts with the publishing and marketing operations."

It is barely a year since AI UK released their first home-grown game to stand alongside titles from the US. Mike had hoped for a faster flow of *Questprobes*, which he geared up to convert to UK format machines. "We simply weren't getting enough adventures to keep us going," explained Mike.

Last year International UK started producing their own games. Mike Woodroffe in collaboration with Brian Howarth and artist Teoman Irmak, came up with a number of titles that were to prove very popular indeed.

Using the proven formula of instant graphics held in memory, combined with a sound plot, and written on the system developed by Brian for the conversions, **Gremlins** was International UK's runaway success of 1985, outselling all other AI UK titles, and coming second only to Level 9's **Red Moon** in the *C+VG* Golden Joystick Awards. AI UK went on to produce the highly successful **Robin of Sherwood**, and the first of a Fighting Fantasy series, **Seas of Blood**.

With the Adventure International contract terminated, Mike's operation will rest on **Adventure Soft Ltd**. As well as publishing *Questprobes*, US Gold will publish future Adventure Soft games, leaving Mike, assisted by his wife and business partner Tricia, to look after mail-order and customer support.

That doesn't mean Mike has lost his interest in *Questprobe*, nor the original Scott Adams series. Adventure Soft will carry out all the conversions. The games will come from the same stable.

If the label is changing, so is the team producing the games. Brian Howarth has left to take up a job in business software. His *Mysterious Adventures* will continue to be available through Adventure Soft.

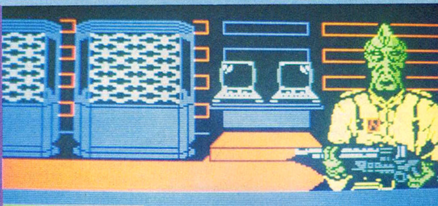
Mike has added Roger Taylor to the team. After converting *Questprobe 3*, using his own adventure system designed to handle an input of up to four significant words.

Roger went to work on a completely new system, and this accepts sentences as complex as those of Infocom games.

To complement the new adventure system, Mike has commissioned a new graphics system, and recruited another artist, Stefan Ufnowski, whose first project has been **Rebel Planet**, second game in the *Fighting Fantasy* series.

With all these changes, how does the adventure player get hold of the games or hintsheets, if he can't find them in the local shop?

All the existing *Mysterious Adventures*, including new Commodore 16 versions, plus **Seas of Blood**, and the original Scott Adams series, may be obtained by mail order from Adventure Soft UK Ltd., PO Box 786, Sutton Coldfield, West Midlands B75 7SL. Conversion to new micros will continue, and they will also be available by mail order.



● **Supplier:** US Gold/Adventure Soft
● **Machine:** Spectrum 48k, Commodore 64, Amstrad, BBC and Electron, (text only;
● **Price:** £9.95 (Spectrum, C64, Amstrad) £7.95 (BBC/Electron)

The mighty Arcadian Empire is tightening its grip on the galaxy, and leaders of the secret earth organisation SAROS prepare you for a daring mission to strike at the heart of the invaders — to destroy the QUEEN computer that controls and organises the Arcadian troops.

Travelling as a merchant, you must seek out earth spies who have sent on ahead to discover the nine binary digits that will let you into the building housing the computer.

Standing on the command deck of the *Caydia* — your ship — you follow a pre-programmed flight path to the planets Tropos, Halmurus, and Arcadion.

As you near Tropos, the *Caydia* computer reports an unidentified craft following your flight co-ordinates. You try evasive action, and in doing so intercept a message from the craft: UHILOL EK IKA GRAZDXZ.

A sinister alien tongue or a secret coded message?

Meanwhile, you make a quick tour of the ship, to equip yourself for your visit to Tropos. Should you take the space scooter for land-borne transport? Chance would be a fine thing — but never mind, your repair droid has that situation well in hand! Well, perhaps on the next planet . . .

The faint smell of domestadroid reaches your nostrils as you explore the passenger cabins. Obviously the hydrobeds have recently been serviced. Eventually, armed with rations, a weapon, and a few other essentials (or perhaps they are completely useless?) the *Caydia* lands and, after wrestling with the airlock controls, you disembark.

Passing through customs at Tropos can be a tricky business. Leaving the spaceport itself can be even more damaging — but as you won't have time to sample the night life perhaps you will persuade the natives to let you through.

Now to seek out your contact, and start in earnest on the trail of the binary code you need for the grand finale. Is he in Cos-Mop, the not-so-friendly galactic store (motto: You buys it, you keeps it), or perhaps the local hotel?

The game is full of humour, and there are plenty of strange gadgets to learn to use, such as the Phonic Fork, or Zelta Blanket . . .

Let me warn you now — Stefan Ufnowski has not only produced



With the long-awaited *The Fantastic Four* adventure surprisingly coming from US/Gold and not from Adventure International — the name so closely associated with the *Questprobe* series — fans will no doubt be wondering what's up on the adventure scene. KEITH CAMPBELL went to Birmingham to find out . . .



some excellent graphics, but he has a mind so evil that before completing the game, you may well wish you had never taken the cassette out of its case!

Many of the graphics are animated. You will be able to watch the universe unfolding through the observation port, (but only when *Caydia* is in flight), and you will actually witness the death throes of one of your contacts, as he slumps in agony during his last moments. Will you be able to help him in time to gain the vital information he has?

Using a split-screen format, the location text is always displayed, with conversation scrolling beneath. The locations are described with continuous text, using "flannels", and as the game proceeds, the script updates.

For example: "You are standing on the *Caydia's* command desk, display screens flicker, control lights flash; through the observation port the universe unfolds before you" is what you read as the story commences.

After *Caydia* lands, the description is still one sentence, but ends: ". . . through the observation port, maintenance droids are visible refuelling docked spacecraft."

Although based on the *Fighting Fantasy* book of the same name by Steve Jackson and Ian Livingston, Stefan openly admits that the adventure only loosely follows the book.

"What really frustrates me in an adventure, is getting stuck and not being able to do ANYTHING else without solving a particular problem," he complains. So in **Rebel Planet**, he has arranged things so that if you get stuck on one planet, you can go on and try to sort out the problems on the next one, and so on.

"Of course, in the end you must solve all the problems to complete the game, but it does give the player a chance to tackle the whole game."

If Stefan enjoyed writing the game, then I had twice as much fun playing it. It has a fresh approach and that devious sort of wit that has one laughing with rage on discovering the answer to many a problem.

Hang on! I think my droid's sorted the scooter problem out for me! I'm off. I've been dying to take it for a spin ever since I came across it in the cargo bay! But before I go, a quick warning! Beware the Cragsnapper!

Keith Campbell

- **Vocabulary** 9
- **Atmosphere** 10
- **Personal** 10



SYSTEM ADDICT!

The system now used by Adventure Soft is in two parts, each running on a different computer. The program and text part of the business is handled by Roger Taylor's utility, which runs on a BBC micro, other versions being created with a cross-compiler. Processing much more complex sentences than seen before in an AI game, the parser will, for example, handle "it" as in "get the apple and eat it".

No longer will the text format on the screen show discrete entries for location, exits and objects present. All the text will flow together, and this is achieved by using what Mike calls "flannels"!

Using an example from **Rebel Planet** to demonstrate the technique, the text started: "You are in a . . .". As far as the program is concerned, the word YOU was the entire location description, and all that followed was a number of "flannels" — text phrases describing the current state of the location, which are moved into and out of the location as required by the state of the game.

The graphics are created on an Apricot, using an icon driven graphics creator utility, specified by Mike, and programmed by an associate of his.

First, the artist designs a graphics character as the building blocks for his pictures.

These are then saved to disk, but can be called back for display and alteration, using a mouse to select the picture name from the list of screens already created.

The system provides for animation to a degree rarely seen in graphic adventures. No longer will you get minor and continous "flashing" movements from small characters, but sequentially displayed whole frames, like in a movie.

The two separate parts are brought together in the finished game, but now, the graphics are held in memory, allowing them to be displayed instantly, rather than have to be drawn and filled by the program — the slow process that has given graphics in adventures a bad name amongst enthusiasts.

When the two parts are combined, a typical game will have 100 pictures in 22k of RAM, leaving adequate space, even on a 48k Spectrum, for a meaty adventure, especially when it is borne in mind that Roger can squeeze text down to 35% of its original size.

The first game to show off the new system, will be **Rebel Planet**, second in the *Fighting Fantasy* series of adventures.

Stefan Ufnowski, brought in originally to create the graphics, showed Mike a *Quilled* adventure he had written for his own amusement, and offered to write the **Rebel Planet** plot. Mike was impressed, and Stefan ended up producing the whole game.

Following hard on its heels will be **Temple of Terror**, written by Mike Woodroffe and drawn by Teoman Irmak. Some of Temple's graphics have already been created, including the animation.

Mike took me for a ride on the back of an eagle, whose wing span filled the entire width of the screen, and by the end of the journey, I had begun to feel quite air sick!

Another new feature in the game will be a real time chase. "It won't be any good just sitting there wondering what to do next," says Mike, "If the player doesn't react as he would in real life, it will be too late to do anything!" "Infocom plus graphics, on cassette," is Mike's claim.

Certainly the parser is comparable; all that is needed now is machines with more memory. 26k can accomodate a complex and entertaining adventure, but to be fair, with far less detailed text than is the hallmark of Infocom games.

But Adventure Soft are heading that way, and when 128k machines have reached the mass market, Mike and his team will be ideally placed to produce some stunning adventures for them.



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ADVENTURE

REVIEWS

BORROWED TIME

● **Supplier:** Activision
● **Machine:** CBM 64, Apple II, IBM PC, Macintosh, Amiga, Atari ST. (Disk only)
● **Price:** £14.95

Ever watched one of those old American private eye thrillers? Hard-pressed nice-guy, frequently beaten to a pulp, tied up by mobsters at every turn, unravels mystery before the cops. Sleazy office full of fag ends and cold coffee, underpaid overworked girl-Friday assistant with heart of gold — you know the sort of thing.

If you've enjoyed a movie like this or even read one of Raymond Chandler's gangster novels you're going to love **Borrowed Time**. You become Sam Harlow, (Philip Marlowe?!) private detective. Someone is after you, someone who will stop at nothing to see you put out of circulation — forever.

Who wants you out of the way? That's for you to find out — and gather enough evidence for the cops to nail him.

Trouble is, his hoods are closing in fast. And from the moment you begin the game you are on the run — literally! One false move and it's curtains for one novice private eye.

You've just enough time to say hello to your window cleaner (or is he want he seems?) and the chase is on, down the stairs and over the rooftops, dodging bullets and putting obstacles in the way of your pursuers as you run. Not until you get away from them will you get a short breathing space to poke your nose into a few suspicious looking joints.

Borrowed Time is a graphic adventure, and it starts with a dramatic animated opening sequence. Make sure you have the volume turned well up before you start loading the game, and be prepared to jump!

The screen layout is a little unusual. The rightmost third of the screen contains two columns of words, and a box of directions. A joystick or mouse can be used to select words from the list and copy them to the input area. As only the most common words are listed — any more might give the game away — it is often necessary use the keyboard.

The graphics screen is positioned to the left of the word list and above the text area. The pictures are excellent, and extremely fast to load. That's saying something, when you consider I was playing on a '64!

The graphics interact with the game and many are animated. This makes them both funny and something out of the ordinary.

When the phone rings, the receiver jumps off its rest and wiggles. There's a tap dripping in the kitchen, Farnham's finger pointing at me menacingly, Mavis is struggling to free herself.

Best of all is the bruiser, first seen jabbering away to a "broad" outside a house. When she goes inside, he folds his arms, and starts tapping his food on the sidewalk, his eyebrows moving up and down, just challenging you to follow her inside! Don't try it!

The graphics can be toggled off by hitting Return, revealing a screenful of past text behind them. A quicksave/quickload feature is especially valuable before dangerous moves — and most of them are!

There's plenty around for your detective skills to work on, as you move around from Main Street. Has you ex-wife Rita been kidnapped, or worse?

How come the DeSoto, which you recently repossessed for Morris Motors for an HP debt, is back at Stiles Safe Park where you first found it?

Which of the 2,000 boxes at the Post Office does the key fit — and how do you find out?

That's just a sample. There's plenty more to get your teeth into, and all the while, the hoods are not far behind you, waiting for the kill!

A lot of thought has gone into the way you are likely to go about solving the problems, and humour is used to good effect to frustrate you when you are on the wrong track!

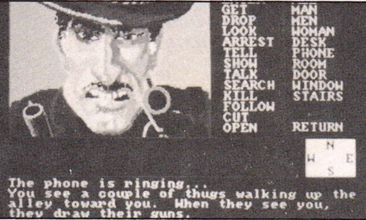
Desperate to find an alternative way out of my office, I thought of using the window and climbing down the cleaner's ladder. As it wouldn't open, I tried breaking it: "Don't be a pane." was the reply. So I thought I might lob the ashtray at it: "The room would lose its ambience without the ashtray!"

Borrowed Time is an apt title. It combines a fast-moving narrative structure with the essential mystery elements of an adventure in a most realistic way. You ARE the private eye, and time is not on your side.

Rush out and buy this game — you will not be disappointed! 'Scuse me, I'm off to find a pair of gloves . . .

Keith Campbell

● **Vocabulary**	8
● **Atmosphere**	9
● **Personal**	9



BOOKS

● **ADVENTURE DESCRIPTION LANGUAGE**
● **By A.F. de Geus, J.H. Jongejan, A.M. Koelmans.**
● **Sigma Press**
● **Price: £8.95**

"A new way to generate adventure games" this book claims. It is essentially the description of an adventure creator utility, plus a full listing for a BBC micro (which must have at least one disk drive).

A large section of the book is taken up with a listing of the Adventure Description Language (ADL) which is also available on a no-frills disk for the fainthearted.

The utility was developed at Gronigen University in the Netherlands, on a PDP11, and, it is claimed, can be converted for other micros with reasonable ease.

However, there is more to the book than just a listing. The logic behind an adventure program is investigated, and translated into terms of the ADL which consists of four parts: a map of locations, location descriptions, dictionary of words and word descriptions.

The method of operation of the ADL is explained in great detail from a highly theoretical point of view, in the style of a formal text book. Hash coding, BNF syntax rules, automata and grammars, the Warhall algorithm, and Hamiltonian paths are among the subjects covered — fascinating if you want to learn about such things, but rather irrelevant if all you want is to get on and create an adventure.

Unfortunately, the book starts off on the wrong foot, with a flawed history of adventure games, which gives the first clue that it is the work of computer academics, rather than that of proven adventure authors.

Scott Adams is credited with pioneering the micro-adventure scene (true), but by implementing the **Colossal Cave** adventure on a 16k TRS-80 (false).

With an explanation of why "Basic is unsuitable for writing adventure games" there is an implication that Scott's first game was not written in Basic.

Many successful and enjoyable games have been written in Basic, among them are **Adventureland** and **Pirate**, which were only later converted into machine code.

Whilst Basic certainly has its disadvantages, I always have to smile when I detect the semi-outrage of computer professionals at the "unstructured" nature of a Basic program! If it is a game, and it works, who cares about the structure — certainly not the player!

Only if you are an aspiring "adventure architect" and want to know about such concepts as "non-deterministic transition" and the "de-referencing" of variables; only if you are the sort who would sooner call an adventure map a "transition graph", would I suggest that this book is for you.

A book for perfectionist programmes — not adventure enthusiasts. **Keith Campbell**

Letter from

Marshal Rosenthal, C+VG's tireless reporter in Statec, brings you a report of the latest software and innovative new hardware to be launched in America over the post few months.

Here's a quick quiz to get us off and running. What do you get when you combine the following: Paramilitary outfits, dye-shooting airguns, combat squads. No, not C+VG's staff on a day out! It's the **Adventure Game**. This product of Canadian minds is based on a high-tech version of the old game *Capture the Flag*. Each team defends its turf from the other. The goal is to sneak in and steal your opponent's flag and then return to your own base. There is a "slight" deterrent though, as everybody carries high powered airguns which shoot a ball of red dye that splatters on contact.

Adventure takes place on the outskirts of Toronto in what used to be a skiing resort. There's plenty of room for four teams to be going at each other in two separate games concurrently.

Each combatant wears protective clothing and a mask to prevent injuries and carries a doughnut-shaped ring. This is displayed by a person when hit so that he/she can walk unmolested back to the staging area. Referees dot the landscape to keep what order they can.

Being used to shooting — I'm a photographer after all — I accompanied Fred, Al and Sid on their attempt to infiltrate the enemy's camp. They tell me that this should be easy since the game is gong on in the middle of a relentless rain shower.

I grin on the surface and choke back my reply. You don't argue with guys with guns. The first couple of minutes are boring as we tramp in the direction decided upon by Fred.

Then — AMBUSH", screams Sid. We all drop down into the wet, squishy mud as airgun fire whistles overhead. Fred ducks his head behind a rock just as a shot splatters red dye where his head was. All hell is breaking loose — yet these maniacs are having fun.

Overwhelming odds render our entire party inoperative. The opposing team seems to have never heard of freedom of the press because I look like a Toreador's cape. We won't go into what I feel like.

The **Adventure Game** is a good outlet for those seeking entertainment that's athletic and aggressive. A fee is required for each game, as well as rental on the gun and "bullets". Next time I'm bringing a tank!

• Every science fiction film these days seems to feature a talking computer. Now every home can have its own H.A.L. 2000 to argue with.

The secret is the **Covex Voice-Master Module**. This small interface attaches to the eight-bit Atari and Commodores via the joystick port, and includes a swiveling headset with a condenser microphone.

Unlike expensive sound digitizers, Voice-Master doesn't use phonemes or allophones contained on a chip to create speech.

You program in your actual voice by talking while the computer saves this information as a Basic file. Playback can be controlled through programming, and doesn't need the interface either.

Demo programs include a multiple function calculator. You first "teach" the computer about your voice by reciting numbers and mathematical terms into the microphone. Then you can use the program at any time after loading a "voice" file.

You can call out numbers and listen to your own voice responding with the answer. Graphics continue to run because there's no screen lockup problems, which happens with some voice synthesisers.

Another program is the Voice Harp, which puts notes on the screen as you hum or whistle a tune. You can then play it back as musical notes, or change it around.

This brings a whole new meaning to "whistling" while you work! The manual is extensive and easily understood.

• Addictive games are few and far between these days, but that's certainly how I'd describe **Gladiator**. The premise is simple. You are thrown into the arena, given a fanfare and then left to contend with beasts and men who all have one thing in common. Your death!

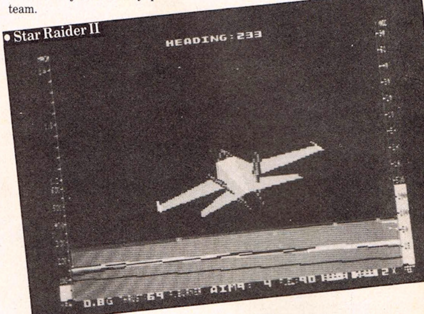
Fortunately there are weapons that you can pick up and use. Rocks, spears, bows and arrows and a net give you a fighting chance against your opponents.

The Gods also look upon you with favour, and have granted you the power of the lightning bolt. You can use this once per level to freeze and destroy your nearest adversary.

The only problem is that this occasionally angers the crowd, causing one of the spectators to jump into the arena and come after you.

The joystick controls movement, as well as becoming a crosshair sight that's used for aiming. **Gladiator** from Richmond Software, looks equally good on both the Atari XE and Commodore 64. Amination isn't earth-shaking, but the action never lets up, and it'll be a long time before you reach the 16th level.

• This is the year of the Comet, and the **Halley Project** lets us earth-bound folks get up where the action is. The program is really a mini-course in our solar system. You are being tested for fitness to join the Halley space team.



• Star Raider II

To do so, you must pilot your space craft on various missions doled out by the master computer. Along the way you must locate planets and land on them before returning to headquarters — located inside Halley's Comet.

The view screen contains all the information needed for a successful flight. Besides controlling your speed and direction, you can also switch to radar and star maps. The Halley Project comes in a handsome case which houses all the top secret documents, as well as a special audio cassette. You don't really want to wait ANOTHER 75 years, do you?

• Software for the Atari ST keeps appearing, and some of it is pretty incredible in scope and design. Design indeed, for Migraph's **Easydraw** is not your typical painting program.

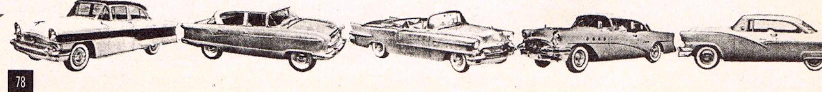
This is an object-oriented program, using the mouse and GEM interface for ease of use. A pop down menu contains all the basic shapes needed to create something as simple as a greeting card, or as complicated as an architectural layout. There are such features as variable patterns, fills, shadowing and geometric shape constructions.

Easydraw will scale objects to a given size, display an entire page as it will appear on the print out, and let you zoom in on an image in variable magnification. Two independent windows can be onscreen at once, with objects easily moved between them. Text can be added of course, and in a number of styles and fonts. The list goes on and on.

A varieity of pre-drawn images (like houses and rooms) are included to help get you started. For a professional application, Easydraw is incredibly simple to use, and just plain fun.

• **Access** software stood out in the crowd of exhibitors at the recent Winter CES in Las Vegas. Maybe that's because they're the only ones at the show with row after row of bright tinker-toy objects whizzing to and fro. Their **Robotic Operating System** has been interlinked with the **Multibotic** line of snap together robots. Now you can create and control your own using Basic commands. The hardware plugs into the micro's expansion port (where it also gets its power) and enables a series of tiny motors attached by wires to put the robots through their paces. The software simulates a digital oscilloscope and voltmeter which can be used with optional sensors to detect light and noise. Kits include snap together gears, shafts, and other components to assemble a variety of machines. The system will be available for a number of popular computers, including the Atari XE/ST and C64/Amiga.

• **SubLogic** continues its tradition of realistic flight simulations with the release of **Jet**. Climb into the cockpit of either a land based F-16, or a carrier based F-18 Hornet. Optional scenery disks add to the excitement as

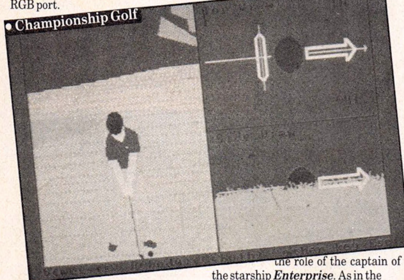


AMERICA

well. There is a non-combat mode, but the real action starts with any of the land/sea airstrike or dogfight options. Weapon systems, electronic jamming modes — it's all here. Initially for the C64, **Jet** will appear later in ST and Amiga versions. The Amiga demo, by the way, is awesome.

• **Star Raiders 2** will be out soon. It's a fast action game containing elements from the original 1980 version, along with parts from the not-released **Last Starfighter**. It's state-of-the-art for the eight big machines and requires strategy as well as quick reflexes.

• The Atari 1040ST was hidden from sight at the Las Vegas show, but I sniffed it out. It has the TOS (Tramiel Operating System) within on a chip, as well as an internal double-density disk drive. Additionally, there is one megabyte of memory and an RF modulator output to accompany the RGB port.


• Championship Golf

The 1040ST is a bit deeper and wider (and correspondingly heavier), but cosmetically is the same as the 520ST. The disk drive slot is on the right side, and so the mouse/joystick port trails out the front beneath the keypad.

• One of the great things about going to the movies is the way the sound wraps around you. Jets flying overhead, or an energy bolt blasting across the screen. These exciting audio effects seem to disappear when you view the film at home on your video cassette recorder.

But I just saw an amazing device, called the SSI-720, which actually reaches in and yanks out this special sound quality and restores it to you. President David Tausik explained to me that there is a Dolby "surround channel" track heard in movie theatres. A device decodes this sound and uses extra speakers besides the usual front left and right stereo ones.

"The SSI-720 is sophisticated home unit that decodes this 'extra' channel for home viewers. This recreates the all-around sound experience," said Tausik.

An extra set of speakers is used to create both a middle (voice) and back (effects) channel. This special track can be found on most movies, as well as Laser and CD (audio) disks. But it's buried until you use a Dolby decoder. The effect is hair-raising. The SSI-720 is the top of their three product line, and certainly gives you everything you could ask for, including remote control.

• Many of the book publishing companies are starting electronic divisions and Simon & Schuster are no exception. **Star Trek: The Kobarashi Maru Alternative**, places you in the role of the captain of the starship ***Enterprise***. As in the ***Star Trek 2*** film, there are a number of difficult scenarios that you must conquer in order to pass the test.

This is a text game with a twist. The text isn't displayed on the screen in neat little rows. Instead, windows are displayed to indicate the appearance of a character in location. This retains the purist notion that the best graphics are in the mind, but does keep the eyes from getting bored. Besides, it looks neat.

Characterization is heavily based on the films, so expect to hear logical remarks from Spock and an accent accompanying your "Beam me up, Scotty". The program runs on various systems, including IBM and the Commodore 64.

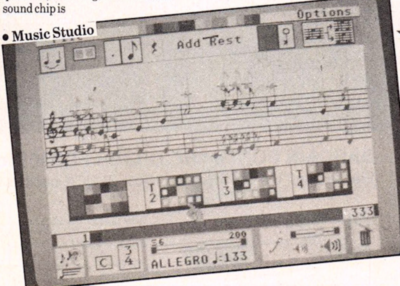
• The new CD ROM player (CM100) from Phillips interfaces with a personal computer and allows near-immediate access of information.

Grolier Electronic Publishing is packaging their dictionary disk to be used in conjunction with the player. This contains an entire 21 volume encyclopedia, yet the disc still has room left over! The software that drives the disk was developed by Activenture, and demonstrated last year by Atari. The user can browse or search for a specific title, or go through the entire edition looking for groups of words or concepts by using the electronic index. Grolier is also working on a video disk version that will include pictures.

• **Activision** recently acquired **Creative Software** and **Gamestar**. Creative brings a full line of integrated productivity software such as **Creative Writer**. **Gamestar** is noted for realistic sports simulations, and the first new title under the joint name will be Championship Golf — The Great Courses of the World, vol. 1: Pebble Beach. There are the full array of clubs and swinging techniques.

Animation is smooth and colourful, with realistic elements present such as wind and irregular terrain. So much information has been stuffed into this program that it seems like you are literally on the golf course. Competition for Ariolasoft's Hungarian written Golf simulation?

• The **Music Studio** has been enhanced for both the ST and Amiga. The Amiga has excellent sound qualities, including stereo. The ST sound chip is not as sophisticated, but you can use the MIDI (Musical Instrument Digital Interface) port to access a keyboard. You now have a multi-track professional sound recorder ready to go. There are pull-down menus for composing and editing, with advanced commands that operate similarly to a word processor. You can create musical scores, with up to 16 tracks, and there is complete musical notation, including time signatures, ties, rests, and all the rest. The Sound Board mode allows musicians to design their own instruments or sound effects.



• Music Studio

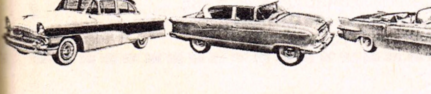
For the amateur musician, the Music Studio retains its unique Paintbox mode. Blocks of colour are moved around to create sounds which become musical notes.

• We activate our sneak-preview glasses to view some new products being developed. **Riverboat** is a mystery set on the Mississippi. It combines animated graphics with text, and dares you to find out who has commited a foul murder.

Crossbones places you in the world of buccaneers. Adventure awaits as you outfit a ship and sail the seven seas. The program takes into account all the factors of the times, so you had better learn to cope with life in the 1700s.

Pawn (no relation to **The Pawn**) transports you into the future. Everyone on Earth has disappeared. All that's left is a very strange biolgical computer who seems to have amnesia. **Pawn** is different from other graphic adventures in that you can only influence the events, as some of them are beyond your control to change.

This aspect makes the program



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★ARCAD

Clare Edgeley, Ideas Corp's Arcade Spy, has been on the trail of the hottest new games to enter your Arcades. This month she takes a look at *Spelunker*. One of the first arcade games originally written on a home computer.

● IRON HORSE

And now a trip to the deserts and prairies of the wild west where there ain't much a law abidin' citizen can do against a determined train robber.

It seems that for once you play the bad guy which makes a welcome change. In Konami's *Iron Horse*, your aim is to run rampant down the length and breadth of a train picking up bags of gold and dodging irate and indignant citizens. They nearly always catch up with you and I haven't yet worked out how you escape. A couple of horses gallop past in the foreground of the opening screen — they didn't look very metalic to me!

A cross section of the train has been taken so that you can see the inside and contents of each carriage. When the possés of passengers come after you it is possible to dodge them by stepping out of their path into the background or foreground. They will then charge past without seeing you. Life is simple for the first screen, but later on the passengers start to fan out closing that simple avenue of escape. Now the fighting starts.

You are given a choice of three modes of fighting at the beginning of the game — a lassoo, a pistol or just fists. If you chose to punch your way out of trouble, your score will be higher as coming into contact with your pursuers is far harder than just flicking your lassoo or firing from a safe distance.

Leaping from carriage to carriage can be dangerous as there is not enough room for two people to pass. Consequently, should you meet someone coming from the opposite direction, you have one of two choices — stand and fight like a man or dive up a ladder and onto the roof.

More gold can be found up there but your pursuers are quick to follow and close off the two ends of the carriage by spreading out. Now you have to fight, and it's at times like this that the flame thrower comes in handy. It's rather like a wild west version of a smart bomb — you have it for only a limited period but it gets rid of everything on the screen.

To find it, just bump into the little man carrying a squarish green object — that goes flying and you must pick it up. Now the next time you're in a hot spot, just press the fire button and a sheet of flame engulfs the area. It's great for getting rid of unwanted visitors.

When you choose one of the fight options at the beginning of the game, make sure you know which of the three fight buttons it corresponds to on the cabinet.

The music is catchy and is strongly reminiscent of one of those spaghetti westerns like *The Return of the Seven* or *The Good, The Bad and The Ugly*. It's a pity it doesn't continue throughout the whole game. As I didn't manage to fight my way down more than five carriages, I can't tell you how to escape. If anyone has got that far, or found any more secret weapons, write into *Arcade Action* and let us know.





● JAILBREAK

The warning bells clang and police sirens wail as six jailbirds make a break for freedom.

With shooters at waist height, they gun down two prison officers before running past the main gates and into the town centre.

As the only cop on duty at the time it is your job to apprehend these criminals and take them back to the cells in a Black Maria. Not surprisingly, the prisoners aren't too keen on this plan and put up a hard fight.

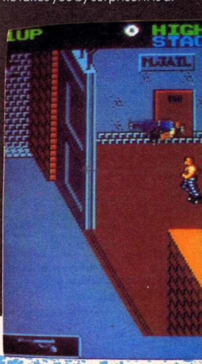
With only a pistol for protection and a cry of "Let's go, Roger" (who's Roger? — ed) you drive into the almost deserted street.

Then at that moment a prisoner appears. Blam! Blam! The prisoner falls but so does a bystander. A huge cross appears on his back, just to let you know you've made a mistake. The idea is to protect the innocent and with this unfortunate incident, bang goes your chances of scoring bonus points and collecting a machine gun.

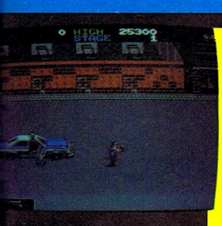
What is supposed to happen is the death of the ganster — he soon comes back to life to bug you.

The escapees can move surprisingly quickly considering they have half a ton of metal attached to one foot and they crop up in the most unexpected places.

In early screens watch out for the manhole cover and the prisoner hiding beneath it before he takes you by surprise. It is at



DE ACTION





about this point that a workman and a slinky young blonde make their appearance. Treat them as you would any bystander. Run by them and they'll disappear leaving behind a machine gun or bazooka. You'll need the heavier weapons when it comes to sorting out the trash van. Try to see that the bystanders don't get caught by stray bullets as their deaths do you no credit.

On later screens the gangsters become more cunning. No longer do they saunter down the street waiting for you to take a pot shot at them. Now they hide behind buildings or try to mow you down by driving a trash van straight at you. Watch your step.

It doesn't matter how many times you hit them, they always seem to bounce back after a decent interval.

Jailbreak is just another shoot 'em up but at least Konami has come up with a variation in graphics, and has made the attempt to be original. An enjoyable game with a silly but effective plot.



● SPELUNKER

Avoid phanton bats and fire breathing insects, dynamite your way though rock faces and take a ride on a coal cart. Collect keys and treasures and shin up and down ropes. Stun monsters and find the doors which will lead to your ultimate destination — Legendary Paradise.

A levels and ladders game, *Spelunker* from Irem Corporation is fast, full of action and jam-packed with frustrating problems to get around. That is not unusual in itself, but what makes it especially interesting is that the game is licensed from Broderbund Software and was originally a computer game. Let's hope this trend continues.

You play the part of the seeker of Paradise and start your search at the top of the playing area. Straight ahead lies a magical ring guarded by a manic caterpillar, but descend by lift to the next level and you'll probably bump into a fiery monster. I chose the caterpillar — he seemed more friendly. If you time your actions you should be able to jump into the slug pit and kill it before it gets you. You are then free to climb a rope to the ring in your own time. A smart bomb will come in useful at this point.

The lift at the beginning of the game gives you the choice of starting at any one of three levels. But to explore any further you have to start using automatic lifts and opening doors for yourself. The keys, your passport to explore, are colour coded. Some are easy to get at, others are tortuous in the extreme, but they all take you closer to Nivarna. I wonder if, when you get to those pearly gates, whether they will open to offer us a glimpse of paradise? Somehow I doubt it.

If you get fired at by an insect, or tumble off the moving waterfall or get burnt on the coal seam, you'll lose a life — your status is given in a grid at the bottom of the screen. Each level has its own particular brand of nasty and they are watchful guardians over the treasures. Occasionally you will find a bomb. Light the fuse and stand well back — it is a fast and effective way out of trouble.

Spelunker will take quite a bit of playing to get to the bottom of paradise and, I suspect, quite a few 10ps. If you wanted a quick description, I would say it contains shades of *Peter Pac Rat* and *Loderunner* (which was also licenced from a computer game).

There are dozens of games like it but it makes a welcome break from steaming jungles and machine guns.

● PINBALL

The Amusement Trades Exhibition International, held in London displayed the new pinball machines, writes TIM SHARP. The general concensus of expert members of the Pinball Owners Association was that **Premier's Rock** was the best of the bunch. I liked Williams' **Comet** as well. Rock is the best thing yet from Premier, as good as some of the early 80's machines from predecessor Gottlieb. The most interesting thing about it is the sound — lots of rock music keeping the beat going all through the game. In fact, hitting targets or rollovers, creates new sounds which seem to be fitted in with the beat of the music playing at the time, making the rock sound heard unique to your particular game.

Williams' **Comet** is a machine which I liked as I'm interested in its theme of amusement park rides. It's the first pinball in which it is possible to score one million points in one shot — though it can only be done on the third ball and needs a lot of setting up. The sounds on **Comet** include screaming passengers and rolling wheel sounds, motorcycle engines rev at the cycle jump, ducks quack at the shooting gallery, train whistles blow and voices call out at you to try the various rides. Altogether a very enjoyable game to play with three ramps (corkscrew, roller coaster and cycle jump) and several other types of fairground "rides" to tempt you.

There was a pin from Game Plan called **Cyclopes** and, again some P.O.A. members liked this multi-ball machine.

Bally had yet another in their long line of pool theme pinballs with **Eight Ball Champ**. I didn't even bother playing it — can't they come up with something new?

From Italy came **Pool Champion** and **Black Belt**, both from Zaccaria. The **Black Belt** should appeal to the martial arts fans.

There was a really excellent video pinball — the best I've seen, with four different levels — like four different machines. It looked so incredibly realistic and was rather cheaper than the genuine article.

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•**Atari users.** If you are intersted in joining our magazine-based user-group, then contact Paul Hollins 114 Queens Road, Cheadle, Hulme, Cheshire SK8 5HS. Telephone (061) 485 1126. Also basic and machine code programmerse, please get in touch. Any atari user in the worth can join.

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CONTINUING THE ADVENTURES OF THOSE RIDICULOUSLY RANDOM ROBOTS... THE BUG HUNTERS in...
RED GOES APE!
I'M SHOCKED, KALLIBER... THE VERY IDEA THAT IDEAS COULD BE DOING ANYTHING ILLEGAL...
CONSTRUCTION
DANGER · DANGER · DANG
KEEP CLEAR
THE NEW ST. SINCLAIR'S ORPHANAGE
LET ALONE STILL RUNNING THE ULTIMATELY ADDICTIVE GAME OF GOD™...
KEEP BRITE
CENTRAL PLAZ
AND AFTER THEY SAID THEY'D BANNED IT, TOO... IT'S UNBELIEVABLE...
THEN DON'T BELIEVE IT... GO BACK TO YOUR NICE QUIET JOB AT IDEAS CENTRAL...
SCRIPT: PEDRO HENRY ART: JERRY PARIS AND GARRY LEACH.

THEY WOULDN'T...

THEY WOULD, WOULDN'T THEY..?

PROBABLY... STILL...

MIGHT BE WORTH IT TO GET AWAY FROM THESE TIN TURKEYS...

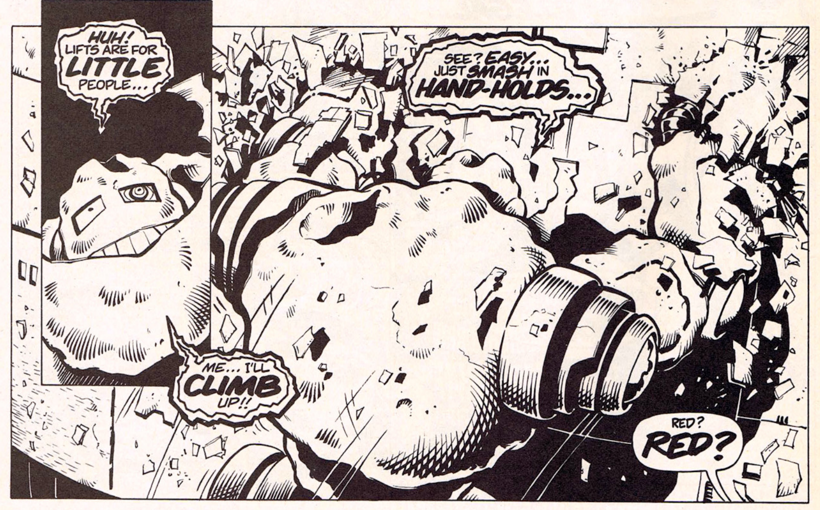
OH, NO! NOT UNTIL WE'VE SEEN THE MAN AT THE TOP... OR... OR...

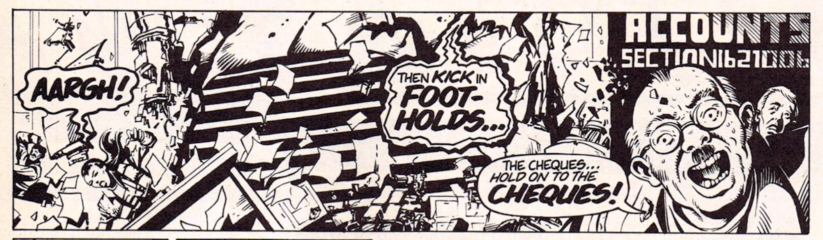
OR GOT KILLED TRYING...

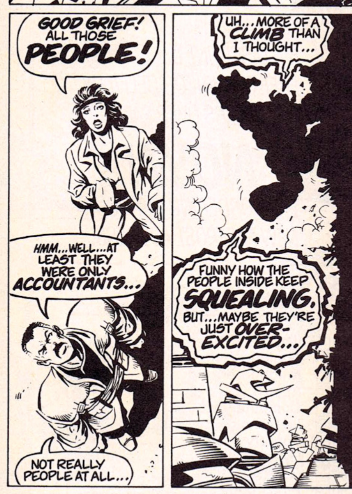
THOUGH IF WE CAN SNEAK UP THERE QUIETLY...

UH... I KNOW HOW TO GET UP THERE...

YOU? HOW? YOU COULDN'T EVEN GET IN THE LIFT...

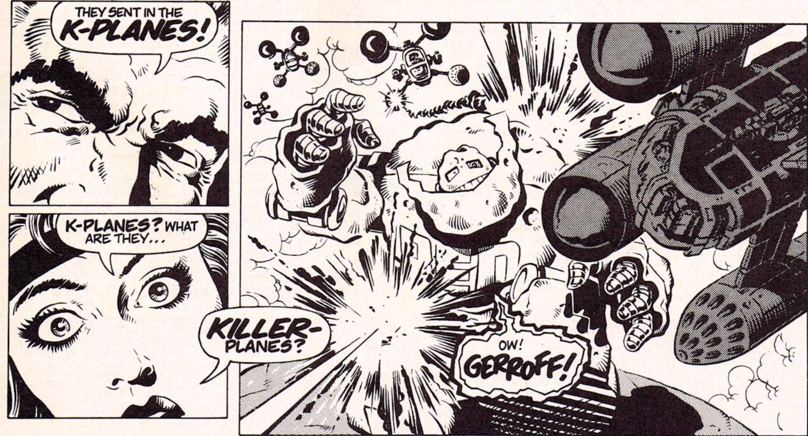



AARGH!
THEN KICK IN FOOT-HOLDS...
ACCOUNTS SECTION1621006
THE CHEQUES... HOLD ON TO THE CHEQUES!


GOOD GRIEF! ALL THOSE PEOPLE!
HMM...WELL...AT LEAST THEY WERE ONLY ACCOUNTANTS...
NOT REALLY PEOPLE AT ALL...
UH...MORE OF A CLIMB THAN I THOUGHT...
FUNNY HOW THE PEOPLE INSIDE KEEP SQUEALING. BUT...MAYBE THEY'RE JUST OVER-EXCITED...


AH, UP HERE AT LAST...
ER... WHAT DO YOU WHAT ME TO DO NOW?


IF HE WASN'T NEARLY INDESTRUCTIBLE... I'D TELL HIM TO THROW HIMSELF OFF!
MIGHT NOT NEED TO...
LOOK!


THEY SENT IN THE K-PLANES!
K-PLANES? WHAT ARE THEY...
KILLER-PLANES?
OW! GERROFF!



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GOLDEN JO

From far and wide they travelled, eager with anticipation. The crème de la crème of Britain's computer games industry was makings its annual pilgrimage to London for the Computer + Video Games Golden Joystick Awards for 1985.

Anybody who is anybody in the games world was there for what has become the most presitigious awards ceremony in the industry.

And C+VG really pushed the boat out—literally. We hired a plush Thames riverboat for an afternoon of cruising up and down the river, enjoying champagne, wine and a slap up meal. Not only that, Jools Holland, Famed presenter of The Tube, television's premiere rock show, was there to present the awards with C+VG's Editor, Tim Metcalfe, resplendent in bright red suede shoes.

The Golden Joystick awards are extra special because you, the readers, vote for them. What you say counts.

For the past two years, Ultimate walked off with the two top awards, that of Game of The Year and Software House of The Year. But Melbourne House has broken that dominance by taking both awards. The Way of The Exploding fist was just unbeatable in 1985.

The full results are printed elsewhere on this page but the other Golden Joysticks went to Activision for Little Computer People as Best Original Game of 1985; Level 9's Red Moon was the Best Adventure Game; PSS Captured The Best Strategy game award with Theatre Europe; Elite's Commando came top for The Best Arcade-Style Game; Steven Crow was voted Top Programmer for his work on Wizard's Lair and Starquake for Bubblebus.

There was only one real disappointment about the Golden Joystick Awards. And that was because we could not invite all C+VG's readers along for the day.

But you weren't forgotten. In their acceptance speeches all the software houses said a big thanks to you for taking the time and trouble to vote.

Now we're looking forward to the 1986 C+VG Golden Joystick Awards, which will be held at the beginning of next year.



Tony Kavanagh from Imagine picks up the Best Arcade Game runner-up award and certificate.

Elite boss Steve Wilcox collects his Golden Joystick for the Best Arcade Style Game of 85.

Paula Byrne and Geoff Heath pick up the first of their two gold sticks.

Margaret Austin collects the award for Best Adventure of 85.

Gary Mays collecting the Best Strategy Game Golden Joystick for Theatre Europe

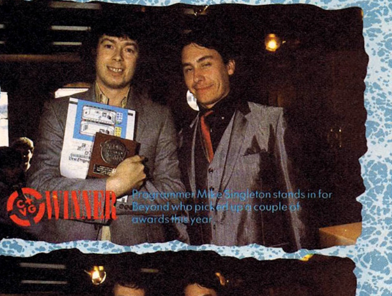
OYSTICK AWARDS



Programmer of the Year Steven Crow!



Firebird's Herbie Wright



Programmer Mike Singleton stands in for Beyond who picked up a couple of awards this year.

Melbourne House MD Geoff Heath and the ultimate accolade — Golden Joystick for Software House of the Year!



Best Original Game of 85 went to Activision's Little Computer People. Activision's UK team (l-r) Andrew Wright, Claire Hirsch and MD Hugh Rees-Parnell teamed up to collect *C+VG*'s Golden Joystick.

Game of the Year: Way of the Exploding Fist/ Melbourne House
Runner-up Elite/Firebird
Commended: Summer Games II/Epyx-US Gold.

Software House of the Year: Melbourne House
Runner-Up: US Gold
* Commended: Elite, Firebird

Best Original Game of 85: Little Computer People/ Activision
Runner-up: Spy Vs Spy/Beyond
Commended: Paradroid/Hewsons

Best Adventure Game of 85: Red Moon/Level 9
Runner-up: Gremlins/Brian Howarth, Mike Woodruffe
Commended: Bored of the Rings/Delta 4.

Best Strategy Game of 85: Theatre Europe/PSS
Runner-up: Shadowfire/Beyond
Commended: Battle of Britain/PSS

Best Arcade-Style Game of 85: Commando/Elite
Runner-up: Hypersports/Imagine
Commended: Dropzone/US Gold

Programmer of the Year: Steven Crow (Wizard's Lair, Starquake.)
Runner-up: Jeff Minter (Colourspace, Batalyx)
* Commended: Andrew Braybrook (Paradroid, Uridium.) Bo Jangeborg (Fairlight, The Artist.)

* Tied vote

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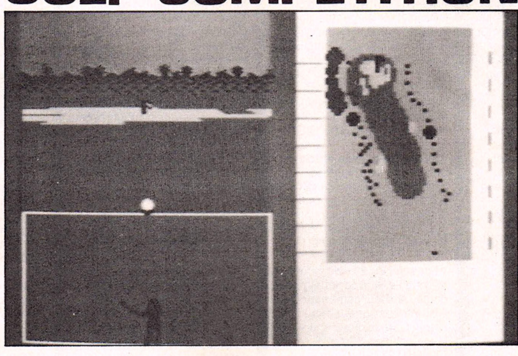
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C+VG COMPETITION



GOLF COMPETITION



What's a computer freak's main handicap? Not buying *Computer+Video Games* each month for one. You miss out on all the nice things in life — such as this chance to win a trip to the British Open Golf Championship this summer.

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The competition is based on golf and Ariolasoft's exciting new game *Golf Construction Set*. The Commodore 64 game enables you to build a golf course to your own specifications, either your local course or the most difficult championship course — with a three dimensional view of each hole as you play it.

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All you have to do is answer the following questions. If you have trouble, get a golf-mad dad to help. Most are general golf questions. Others refer to the Golf Construction Set. If you haven't played the game, you may have to guess at these.

Send your answers, with a tick against your choice, to Golf Competition, Computer+Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is May 16th and the editor's decision is final.

1. In the game of golf a bunker is
   a) a concrete shelter
   b) a bed
   c) a sand trap

2. How many holes are their on a championship course?
   a) 18
   b) 32
   c) 14

3. Sevie Ballesteros comes from which country?
   a) Spain
   b) Italy
   c) Rumania

4. In golf what does a 'Birdie' mean?
   a) taking your Photograph
   b) a budgie in a cage
   c) one-under-par score

5. What does 'fore' mean?
   a) the number of shots
   b) watch out there's a ball coming
   c) plus four trousers

6. What is a Tee?
   a) a drink
   b) an invitation
   c) a support for a golf ball

7. What are caddies for?
   a) carry golf bags
   b) model clothes
   c) hold tea

8. Which one is a famous British player?
   a) Sandy Lyle
   b) Tony Jacklin
   c) Peter Ellis

9. What is the maximum number of pieces that can be used to make a hole:
   a. 76
   b. 80
   c. 84

10. What is the maximum wind speed that can be defined?
    a. 40
    b. 35
    c. 20

11. How many strengths can the player select his shot from?
    a. 5
    b. 6
    c. 7

12. Which key returns you to the menu during a game?
    a. Restore
    b. F7
    c. Run/stop

Tie Break: mark where you think the golf ball has landed in the picture.

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•**Commodore 64** software to swap. Disk or cassette. Top titles include Commando, Fight Night and Frank Bruno Boxing. All letters replied to. Write to: Michael Hislop, 14 Redruth Avenue, Laffak, St Hellens, Merseyside.

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•**Commodore 64,** 11 months old, complete with data cassette unit and joystick. Wide range of software including soccer cartridge and numerous cassettes, Zzap 64 magazines. £160 ono. Tel: Dunstable 609315 after 4pm.

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•**Australian CBM 64** owner wishes to contact British and European users to swap games hints etc. Hundreds of titles/tape or disk. Send list to Simon Stuart, 40 Mangrove Street, Evans Head. NSW 2473, Australia.

•**Spectrum and Amstrad** software library, free membership. Latest titles. Cheapest in Britain. To join send s.a.e. to: The Software Specialists, 7 Gallow Hill, Crieff, Perthshire, PH7 3HF.

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•**Wanted Commodore 64,** will exchange for Spectrum+ with 12 months guarantee + games. Will also include joystick interface and tape recorder. Tel: Wayne on 021-356 9798 after 4pm weekdays, anytime weekends.

•**Vectrex games wanted:** Pole Position, Dark Tower, Polar Rescue, Star Castle, Batter-Up also light pen cartridges Animaction and Hairplane Plus Webwarp and any 3-D games for use with 3-D imager. Tel: I.O.W. 866349 or write to M. Farrell, 24 Coronation Gardens, Shanklin, Isle of Wight.

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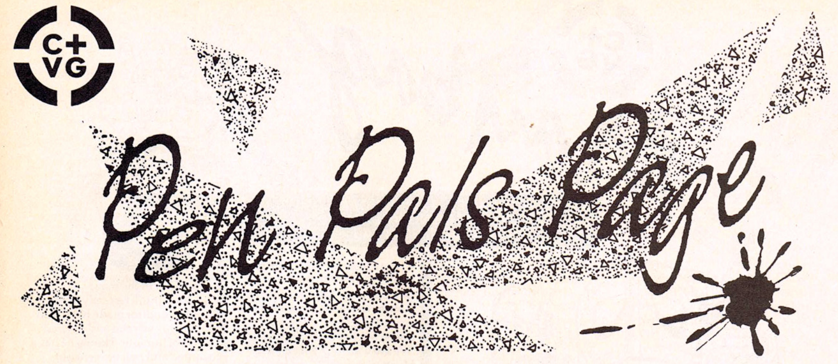
•**Atari computer** has lots of software to exchange on disk only. Tel: Andy on Plymouth (0752) 774224 daytime or evenings for further details.

•**48K Spectrum plus** with compatible cassette recorder and software. Boxed and in new condition. Will sell for £100. Tel: 021-779 3399 after 3pm weekdays or all day weekends.

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• I own an Amstrad CPC 464 with 3" disc drive and I would like to have penpals from anywhere. If you are between the ages of 12 and 17, please write to me.
Tobias Schroder
Hasenwinkel 10
2112 Jesteburg
We Germany

• If you are a BBC owner and would like to swap hints tips and games, please get in touch with me, c/o Computer and Video Games
Scott Lafferty
Fife

• I own an Acorn Electron and would like to hear from other Electron owners, to swap and compare ideas. I would like to make friends with anyone in Britain, please get in touch.
Robin Duerden
London

• I am an Atari owner with cassette recorder and disc drive. I have hundreds of titles on both cassette and disc and would like to contact other Atari owners to swap games etc.
Mark Topping
Bath

• I am a Vic 20 owner and my favourite kind of software is adventures and platform games, I also write a lot of my own games. I am 15 years old and would like a pen pal about the same age as me.
Mark Orman
Gloucester

• I would like to hear from anyone who has a Vic 20. I don't know anyone else who owns a Vic 20, so if you would like to put me out of my misery and talk with me about adventures and swap games please write to me soon:-
Brian Lee
22 Canora Street
Blackburn South
Victoria
Australia

• I have just bought an Atari 130XE and as I am just starting to learn Atari's basic I have not got round to discoving any software. I would like to correspond with 800XL/130XE owners anywhere in the world for exchange of ideas, programs and software. I also own a Spectrum, so if any Spectrum owners would like to get in touch, please write to
Sergio Trigo Tavares
Rua General Silva Freire 151,4D
1800 Lisboa
Portugal

• I own an Atari 800 XL, tape player and disc drive. I am looking forward to buying a printer. I have also a lot of Atari games and educational programs and I would like to share these with other Atari owners from all over the world.
Fares Daoud
PO Box 805
Jebaha
Jordan
Bahrain

• I am a Spectrum 48k owner and I love all games — except text adventures. I would like to make contact with Spectrum owners all over the world with a view to talking, mapping, poking and swapping software. If you do write to me please include a list of your games.
Dezzy Gibbons
Co Meath

• I am a Spectrum owner and I collect games. I would be interested in someone who would like to swap software, hints, tips and pokes. I would like to be contacted by anyone, from anywhere as soon as possible. Please enclose a list of your games.
Stepehn Mulgrew
Glasgow.

• I own a Commodore 64 and would like to have penpals from anywhere. Just write to the address below and I shall write back.
A Kareem Mohmed
House NO 542
Road No 2518
East Rifa 925

• I think I must be the last Oric Atmost owner, as I never see any news or games for this computer anymore. If there is even just one more owner somewhere in the world please could you write to me.
Edward Gething
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• I am a Commodre 64 owner here in the States and I would love to get in touch with any British C64 owners. Please contact me at
Lance Spreter
115 Kroener Dr
Collinsville
IL 62234
USA

• I am a 21-year-old Spectrum owner and would like to hear from other Spectrum users who would like to swap tips and pokes. I have over 200 games.
R. Vickers,
Cheadle Hulme,
Stockport

• I am an Atari 130XL owner and would like *C+VG* to help me find friends in other parts of the world. I also have a disk drive and cassette and would be interested in swapping ideas and programs etc.
Essa Tabet,
Irbid
Jordan

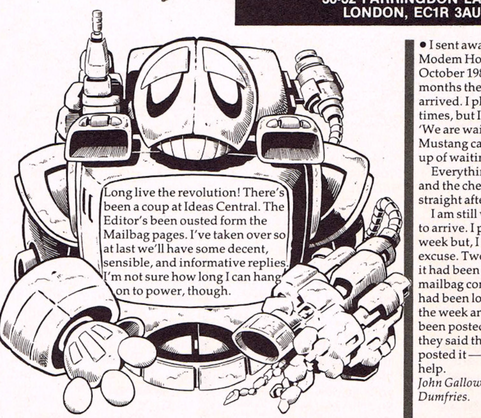
• Hello computer owners. Please could one of you be my pen pal? I'm interested in hearing from Spectrum owners so we could swap hints, tips, high scores etc.
R. Wright,
Matlock,
Derbyshire.

• Anyone want to be pen pals with a New Zealand computer owner? I'd like to exchange tapes etc.
Richard Beach,
Wellington,
New Zealand

If you would like to get in touch with any of the *C+VG* readers featured on this page then simply drop them a line care of Computer and Video Games. Mark your envelope with the name of the person you want to contact and send it to Computer and Video Games, Pen Pals, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. We'll pass your letter on.

C+VG Mailbag

COMPUTER + VIDEO GAMES
30-32 FARRINGDON LANE
LONDON, EC1R 3AU



• About a year ago in your magazine you did an article on *Planet Photon* in Dallas, which was a very good piece of information. Now, in this article you said that franchises had been sold to various places including London, which would be operational in late 1985. If this is now open, or if there is a *Planet Photon* in Britain, can you give me an address to get more information about it.

Do you also know if one is to be opened in the near future?
Matthew Norman,
West Midlands.

Otiss says: Er . . . Er . . . You've get me there, Matthew. Nothing in the memory banks about that. Before my time. No wait, the Editor's yelling that something similar to *Planet Photo* is planned for Great Yarmouth.

• After reading your review of 'Blackwyche' in C+VG's November issue I sent off to 'Unitsoft' to purchase the game. Six weeks later I have not received the game or a reply within two weeks. As I bought the January copy of your magazine a few days ago, I notice that there was no 'Unitsoft' advert. Has the company gone out of business? It may be that I am a victim of the length of time it takes for your magazine to reach here. However, if everything is above board, I should at least get my money back. If the company is still in business, all I can say is that I am disgusted that anyone is unscrupulous enough to rip off people because they live a long way away and have no means of comeback. These sort of people should be prohibited from dealing permanently. Still, I have not given up hope of getting the game or at least my money back and any pressure you could bring to bear would be greatly appreciated. All this uncertainty in mail-ordering would be removed if you could extend your software service to other countries. I would be quite willing to pay one or two pounds more for the security of knowing that my order was being dealt with by someone reputable whom I could trust.
Simon Healy,
South Australia.

Otiss says: All right, all you mailorder houses, it's time you got your act together, If not, Big Red will be dropping in on you — from 1,000 feet.

• I sent away for a modem from Modem House on the 14th October 1985. After waiting two months the modem had still not arrived. I phoned them many times, but I got the same excuse: 'We are waiting on the new Mustang cartridge'. I got a bit fed up of waiting so I cancelled it.

Everything went fine they said, and the cheque would be sent straight after the New Year.

I am still waiting on the cheque to arrive. I phone them every week but, I always get the same excuse. Two weeks ago they said it had been posted, but the mailbag containing the cheque had been lost. I phoned later in the week and they said it hadn't been posted. I phoned today and they said they had definitely posted it — 7 days ago! Can you help.
John Galloway,
Dumfries.

• Over the last couple of months I have noticed the amount of photos you have of your team. It first started off with 'Combat Zone' and then a few pics of your assistant and the editor. But, I have one complaint, we have never seen a picture of the Deputy Editor, Why? Is he that bad. I think it is a good idea for the readers to know what the people behind the scenes are like, so please could you print a picture of him to relieve my misery.
An admirer,
Isle of Skye.

Otiss says: Our publicity — shy Dep. Ed. has never been photographed. He says he hates "the cult of the personality." Anyway, how can you be an admirer if you've never seen him? I bet you're his aunt, admit it.

• Okay, you bunch of freaks, just who is Morgan Gibbons and why was his name on the contents page of your April issue?

I've asked all my friends if they've heard of him and all I get are blank faces. Is he some newly-discovered computer genius? If so, why was there nothing else about him in the mag?

I don't think he really exists. I think the editor made him up to satisfy his warped and twisted sense of humour. I know he has a warped and twisted sense of humour because I read C+VG each month.

Please tell me. It's driving me mad.
Steve Taylor,
Enfield.

Otiss says: All right, Steve, we'll come clean. Morgan Gibbons does exist. He's 14 and lives in Harlesden in London. He wrote to us saying he had bet his brothers 50 pence that his name would appear on the contents page. We decided to play along for a laugh. It's as simple as that. But, please note, we won't be doing it for any other people.

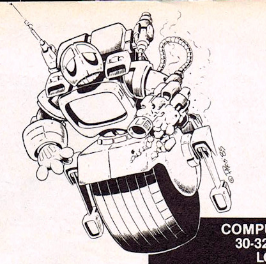
• I have been buying Computer + Video games ever since the new look was introduced.

Is it possible in the future, you could have a feature on spin off games from TV and films. So many games from these days originate from one of these mediums. Also, can you let us know if any games based on other sci-fi films will be coming out in the future as these are my favourite.
Seth Bishop
The Wirral

Otiss says: No. Why should we? What? The Editor's nodding. I presume that means he agrees with you, Seth.

• Why don't you get rid of the listings in C+VG. They are so BORING! And half the games you print don't work. OK, the Games Book was a nice idea but you could devote the space to something more interesting and useful like hints and tips or even more reviews.

Let's have more games guides like Uridium and Mercenary



Mailbag

COMPUTER + VIDEO GAMES
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instead of the ancient listings. Most of them seem to be copies of commercially available games anyway.

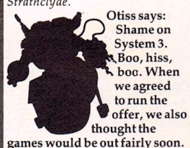
Come on C+VG — do something about it!
Robin Webb,
Stoke on Trent.

● Don't think I'm complaining but why on earth do you still print program listings each month? Do people really sit down and spend hours typing them in? And what is the end result? With the best will in the world the game is never stunning.

Why not use the space for more features, reviews, competitions etc.
John Dockley,
Ware.

Otiss says: We dropped the listings this issue, Robin, and gave the space over to our Elite guide. But what do the rest of you think. Are listings outdated? Or are they a source of cheap software? Let us known what YOU think. I think there is an ulterior motive here. If the listings go what happens to the Bughunters? Unemployed robots, that's what.

● I am writing to complain about one of the companies you have been doing a special offer with — System 3. I saw their offer in your February issue. I sent off right away with a cheque for £6.00. One month passed and I had had no game or explanation, so I awaited eagerly the arrival of C+VG's March issue to see if there was anything in there. But no, just another coupon, which if I had waited for I could have saved myself another £1.00. To top it all, I have now received a letter from System 3 saying that the Atari version is not going to be available for another 8 weeks. My friend who also wrote away, received her cheque back with a letter saying that the BBC version will not be coming out. Come on C+VG what's happened — at this rate we would be just as well waiting for it to eventually appear in the shops. What's wrong with System 3 — last year we had the same trouble waiting for International Karate.
Victoria Howie,
Strathclyde.



Otiss says: Shame on System 3. Boo, hiss, boo. When we agreed to run the offer, we also thought the games would be out fairly soon. Sorry and all that. Big Red is even at this moment waiting outside the System 3 office block swinging a very large bit of twisted metal. I think it once was a lamp standard. Anyway you know what will happen if they don't come up with the goods soon . . .

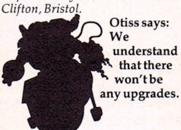
● I think your competitions are really ace!! No other magazine encourages young artists like myself to exercise their talents in drawing. In the future could we have a competition to design a record sleeve or even a video box! I also like drawing aeroplanes and cars so maybe a competition to design a jet or car of the future could be considered. Anyway keep up the good work.
Patrick Jamieson,
Dublin.



Otiss says: Craig, our part-time designer, also likes drawing cars. He draws hundreds each day. He also makes lots of "Brmmm, Brmmm" noises. Still, he seems happy enough.

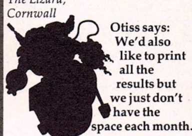
● I would like to make a point to P Thacker of Walsall who thought you were trying to make everyone like the Spectrum due to the amount of reviews and news you have for this computer. If he had counted the amount of reviews in your February issue he would have noticed that there was a total of 37 and only 8 were for the Spectrum. So, I don't think you are being biased, in fact over the last couple of months I have even noticed a few BBC and Atari reviews creeping in.

One last thing. Since I own a Spectrum would it be possible in the near future to upgrade my comptuer to a 128k. I would be grateful if you could give me an answer to this.
Rupert F-Smythe,
Clifton, Bristol.



Otiss says: We understand that there won't be any upgrades.

● Who wins your competitions? It has been nearly 6 months since we last saw any competition results in your magazine. Is it due to the prizes being so good that all the staff want them for themselves? Come on, if we enter a competition we like to be able to read if we have won or not and not sit and look for the postman each day to discover if there is a prize there.
John Simpson,
The Lizard,
Cornwall



Otiss says: We'd also like to print all the results but we just don't have the space each month.

● If you like games, here is your chance to join one of the UK's leading software design studios. Tigress Marketing needs someone to work full-time to help them develop their game designs from storyboard through to finished product. We don't program or publish software, but we work with some of the most successful software publishers.

If you have a good appreciation of a wide variety of game styles and knowledge of systems ranging from Spectrum to 68000-based machines and you can work to the high standards needed in the software world, then write, enclosing a CV, to Beth Wooding. Tigress Marketing Limited, Suite 12, 66 Upper Richmond Road, London SW15 2SQ.
Beth Wooding,
Tigress Marketing,
London

● I would like to inform your magazine, of a new MSX Club.

The club will cost five pounds to join, and for that fee, you will receive eight magazines a year. Within the magazines are reviews, a business section, hints on playing games, listings, special offers, basic programming techniques and a variation of other articles, including MSX news.

After the first year of membership, the club will cost three pounds, to rejoin. We also intend to put pressure on magazines, to do more articles on MSX, instead of the Commodore and Spectrum. Your magazine does not totally neglect the MSX, like certain magazines I could name.
P. J. Morgan,
The MSX Club,
230 Dunvant Rd,
Dunvant,
Swansea SA2 7SR

●Since there have been quite a few new machines released recently (such as the Spectrum 128, CBM 128, etc), I would like to suggest an idea for a future article. Why not compare a number of old and new machines and give your verdict on the best buys? Pointing out the pro's and con's of each machine. I am sure it would be of great use for someone who is thinking of buying a computer but cannot decide which one to buy.

Here is a bit of news that may interest you, a few Sundays back on the radio, there was a person giving his opinion on the best computer mags. He said that **Zapp**! and **Crash** were the best. He did not recommend *C+VG* because he thought it looked like a comic and that the reviews were to short. I personally think that your magazine is the best to buy!
Surjit Pardesi,
Manor Park,
London

OTISS says: Must go. The Editor's regained control of the Mailbag pages and he says he'll make sure I will R.I.P. — Rust in Peace. Bye.

END





NEXT MONTH IN

ON SALE MAY 16th

BATMAN

C+VG goes totally BATTY next issue, with a very special Bat-Map of Ocean's latest smash hit game Batman! There's a great Bat-Guide to the Bat-Game by Bat-fan and ace programmer Jon Ritman. And a great Bat-Competition too . . . Holy Joysticks Batman! You CAN'T afford to miss C+VG in June!

PLUS Cauldron II — The Pumpkin's Revenge is set to stir up some excitement among gamesters everywhere. We'll be offering you a chance to win a special Pumpkin prize and looking at this graphically excellent game. And watch out for our Cauldron II pull out poster size map! Watch out for the Witch on the cover!

PLUS Rob Hubbard is the micro-musician who is making a lot of noise in the game scene. It seems you can't load up a 64 title without hearing one of Rob's compositions tinkling tunefully away. C+VG visited Rob at his Newcastle hideout and next issue you can read all about the man and his music. Play it loud!

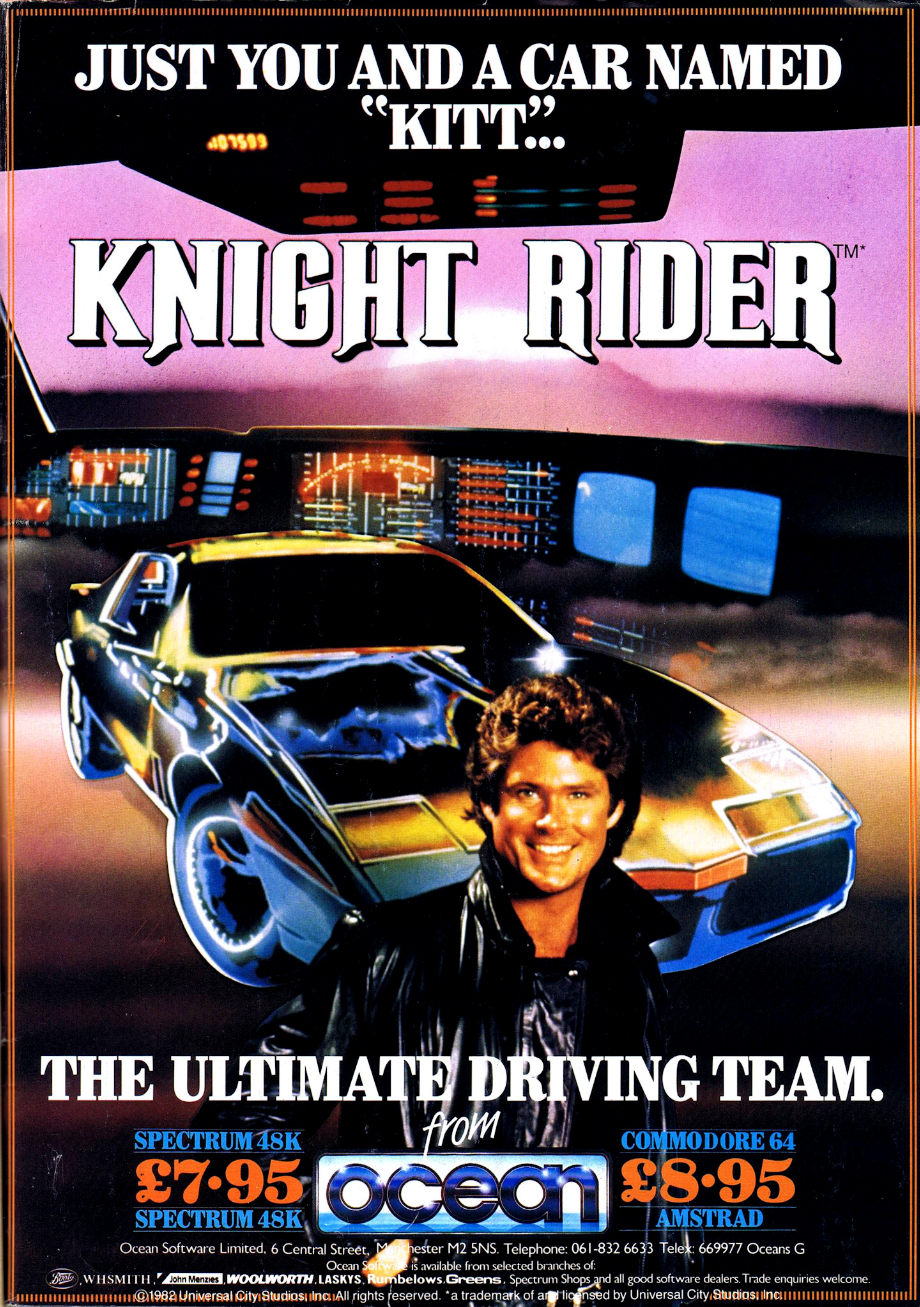


PLUS We're football crazy, football mad — and the World Cup will rob us of any sense we had! Yes, it's time for the event that rivals all other sporting spectaculars, soccer's ultimate challenge. And as if you're not going to get enough football over the next few weeks C+VG has decided to bring you a round-up of all the best soccer simulations around.

PLUS Computers are boring! They all look the same! Just plastic boxes with a totally uninteresting keyboard. But now YOU could change all this by entering C+VG's amazing customized computer competition. You could win a very special Spectrum Plus customized by artist Steinar Lund. Steiner has customized several computers for none other than Jeff Minter. Now YOU could be the proud owner of one of these extremely exclusive and functional works of art simply by getting your hands on June's C+VG. A painting to play games on — weird huh?



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